

# "The Visitor"

## 1025-183

### Network Pitch Board

Date 03/20/14

- ☒ Board Team Final
- ☒ Network Approval Board 03/20/14
- ☐ Record Board
- ☐ Animatic Scan Board
- ☐ Conformed Board
- ☐ Design Board
- ☐ Final Board

Adventure Time Created by  
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Supervising Director  
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Steve Wolfhard

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# ADVENTURE TIME

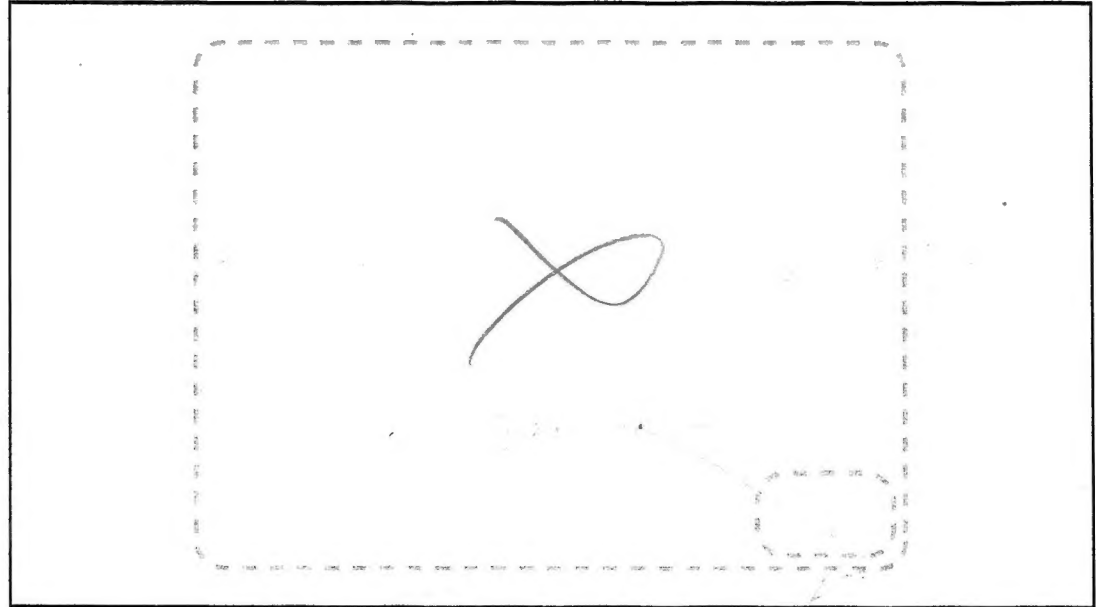


Page 1  
day night

Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



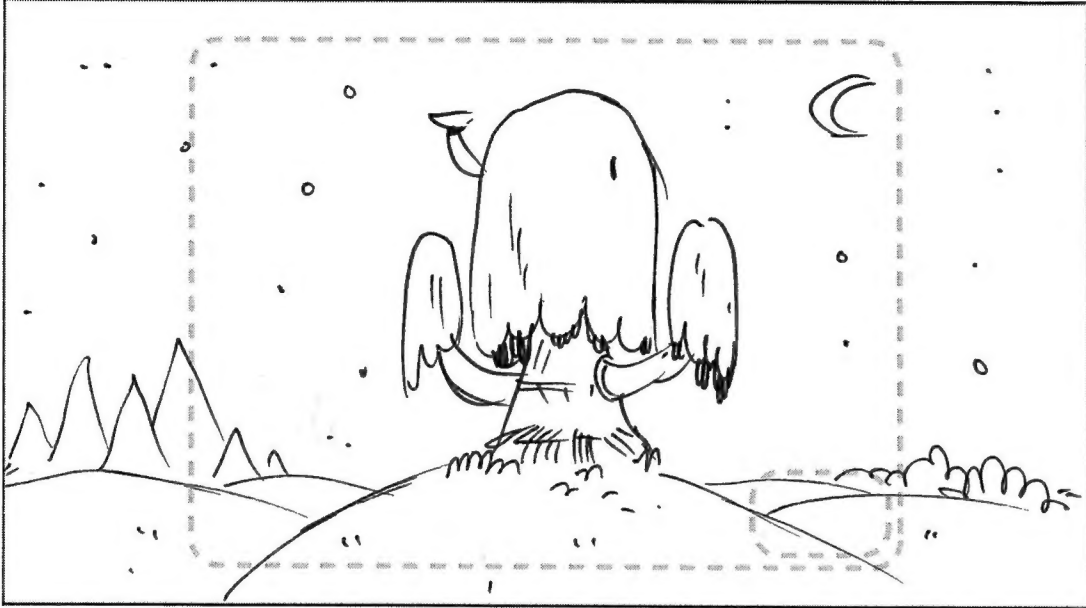
Dialog:
Action:
Timing:

Production :  
EPISODE # 1025-183

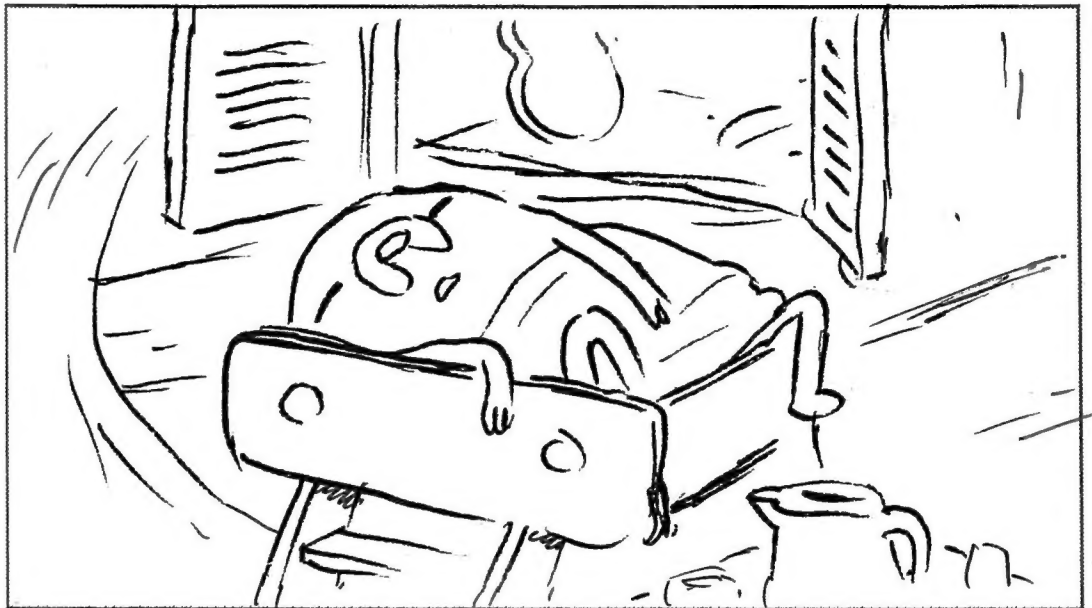
ADVENTURE TIME



Sc. 01 Pnl. A Bg. day night



Sc. 02 Pnl. A Bg. day night



Dialog:	SFX: * CRICKETS *	(JAKE:) * snoring *
Action:	NIGHT	- Jake's stomach rises and falls as he snores
Timing:		

EPISODE # 1025-103

Production :

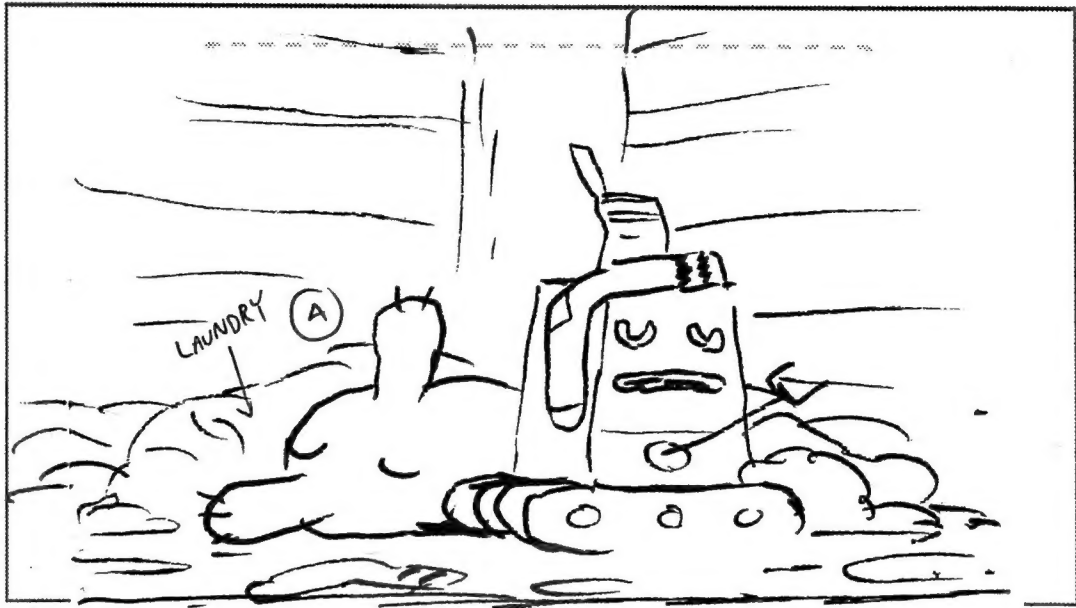
ADVENTURE TIME



Sc. 03 Pnl. A Bg. day night



Sc. 04 Pnl. A Bg. day night



Dialog:	- BEAT -	(SEA LARD :) *snoring*
Action:	- BMO SITS ON COUCH, DEACTIVATED.	- SeaLard snores
Timing:		(B)

EPISODE # 1025-183  
Production :



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# ADVENTURE TIME



Page 03

Sc. 05 Pnl. A Bg. day night



Sc. 05 Pnl. B Bg. day night



Dialog:

(F:) \*sleepy math  
\*smack  
x2 \* →

Action:

Timing:

(F:) (A) \*BIG INHALE\*  
(B) \*BIG EXHALE\*  
\*mouth smack\*



EPISODE #

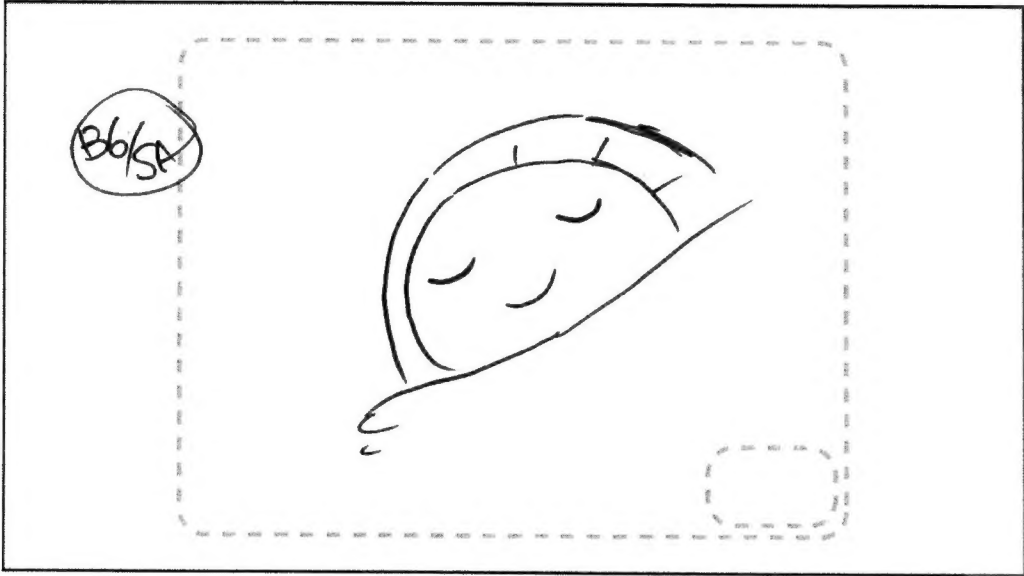
1025-183

Production :

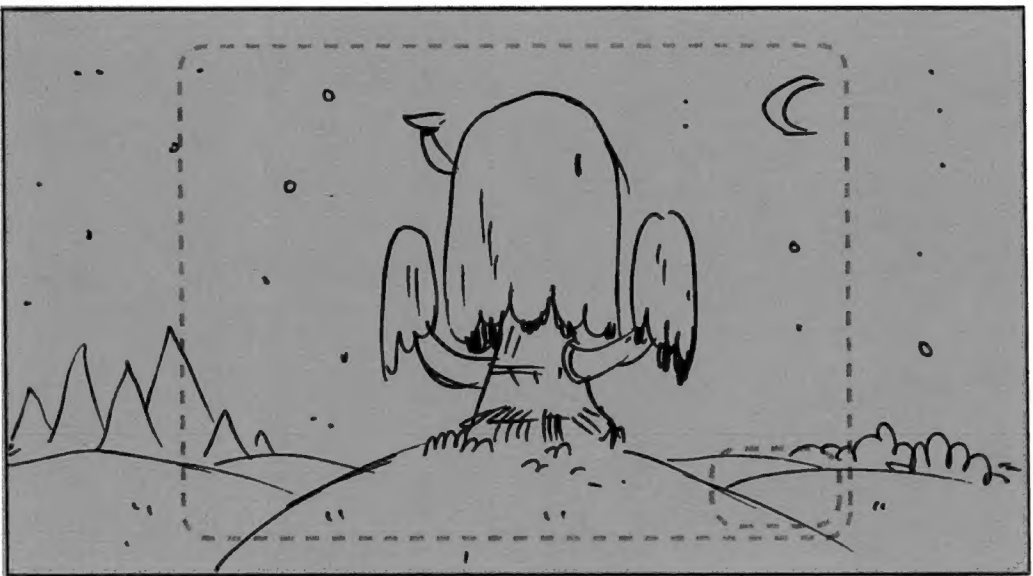
ADVENTURE TIME



Sc. 05 Pnl. c Bg. day night



Sc. 06 Pnl. A Bg. day night



Dialog:	- BEAT -	- Looooong BEAT -
Action:		
Timing:		

EPISODE #

Production :

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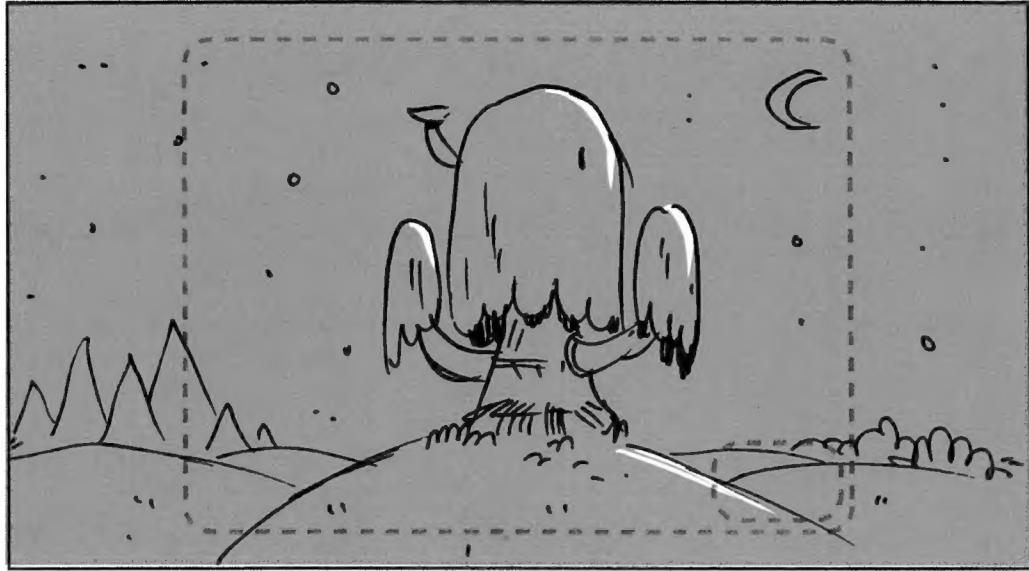
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# ADVENTURE TIME

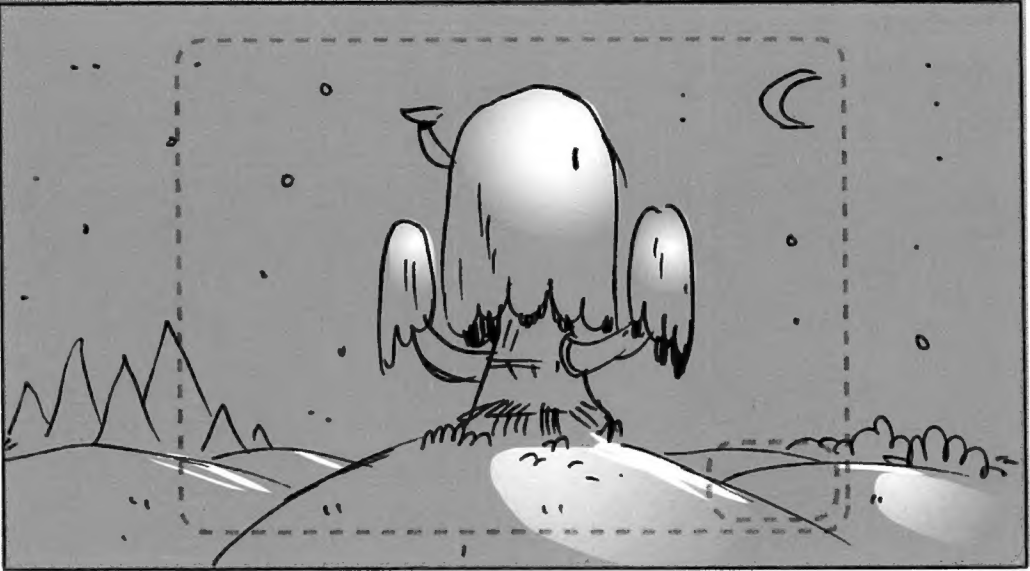


Page 05

Sc. 06 Pnl. B Bg. day night



Sc. 06 Pnl. C Bg. day night



Dialog:	①	②
Action:	-LIGHT OF APPROACHING COMET ANIMATES ACROSS HOUSE.	
Timing:		

EPISODE #

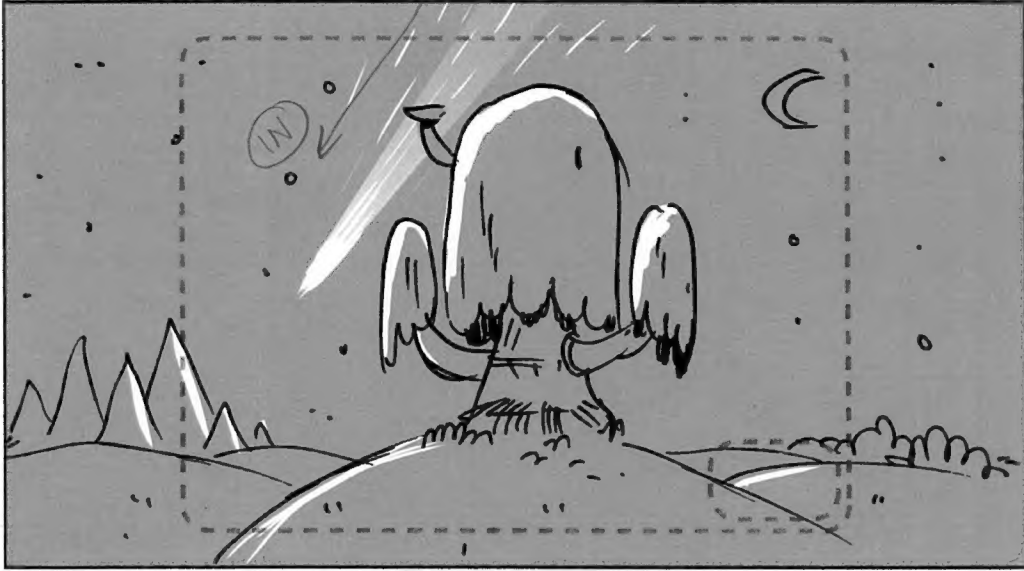
Production :

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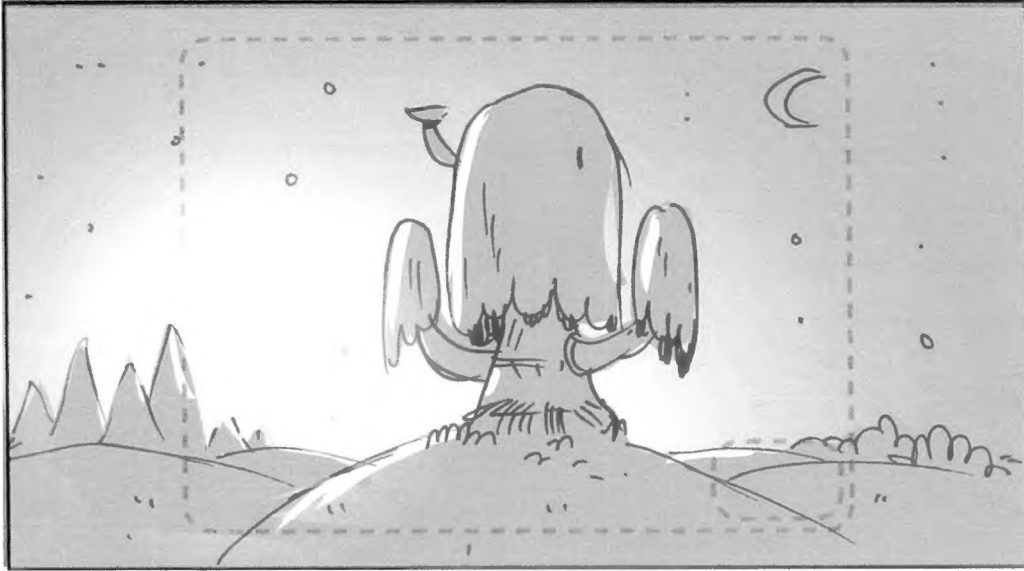
# ADVENTURE TIME



Sc. 06 Pnl. D Bg. day night



Sc. 06 Pnl. E Bg. day night



Dialog:	<u>3</u>	<u>4</u>
Action:	- comet passes over the tree house	- comet crashes on the horizon and quietly explodes into white light.
Timing:		

EPISODE #

Production :

ADVENTURE TIME



Sc. 06 Pnl. F Bg. day night

FADE TO  
WHITE

Sc. Pnl. Bg. day night

FADE IN  
FROM  
WHITE

Dialog: (5)

Action:

Timing:

EPISODE #

Production :

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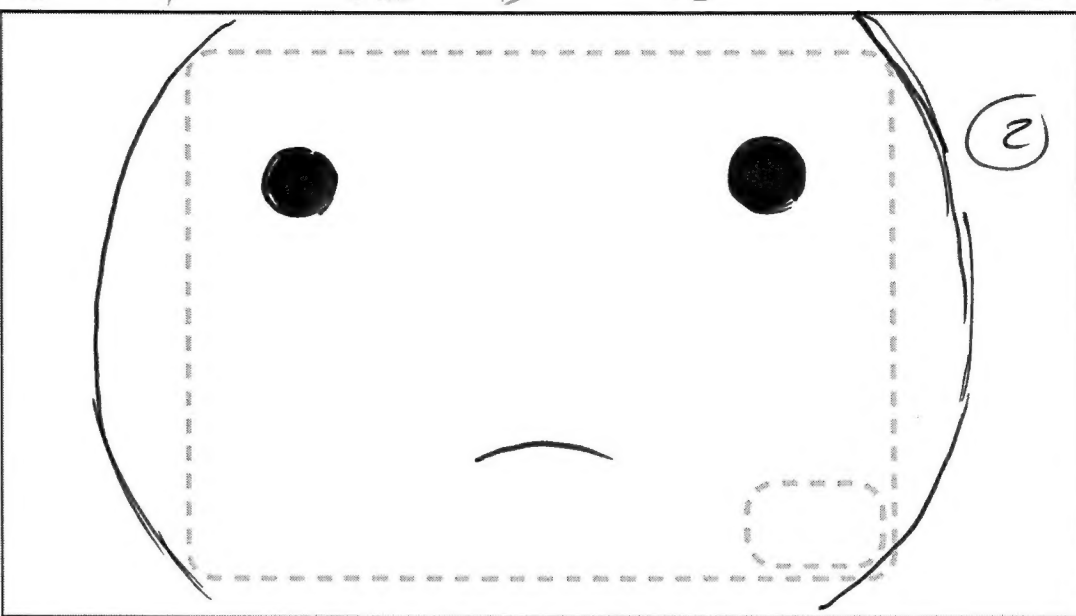
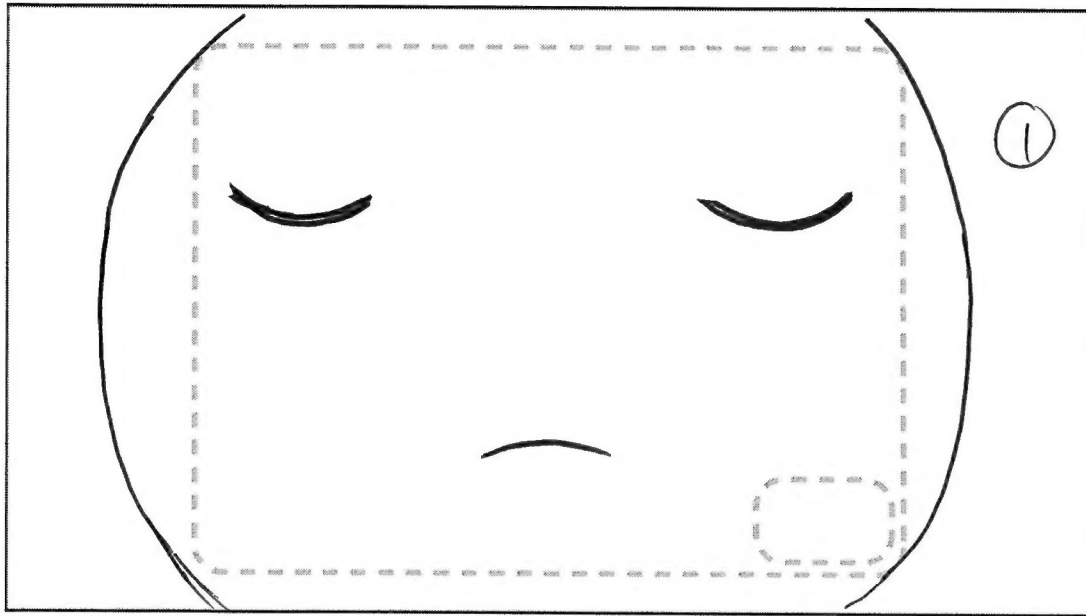
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ADVENTURE TIME



Sc. 07 Pnl. A Bg. day night

Sc. 07 Pnl. B Bg. day night



Dialog:
Action:
Timing:

THIS IS UNDERWATER

\* BLINKS TWICE \* ①→②→①②①②→

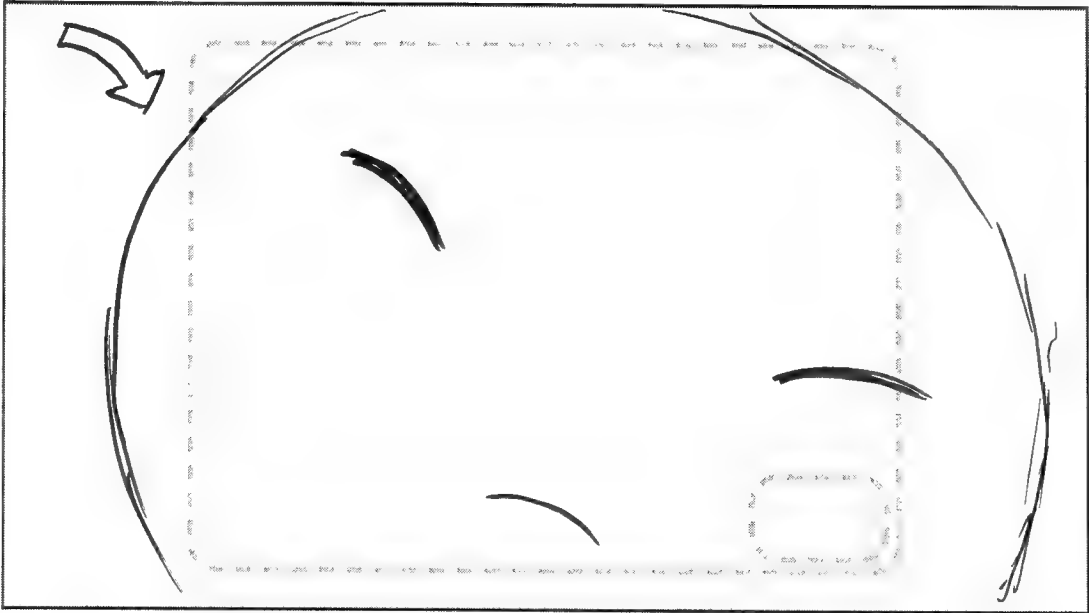
EPISODE #

Production :

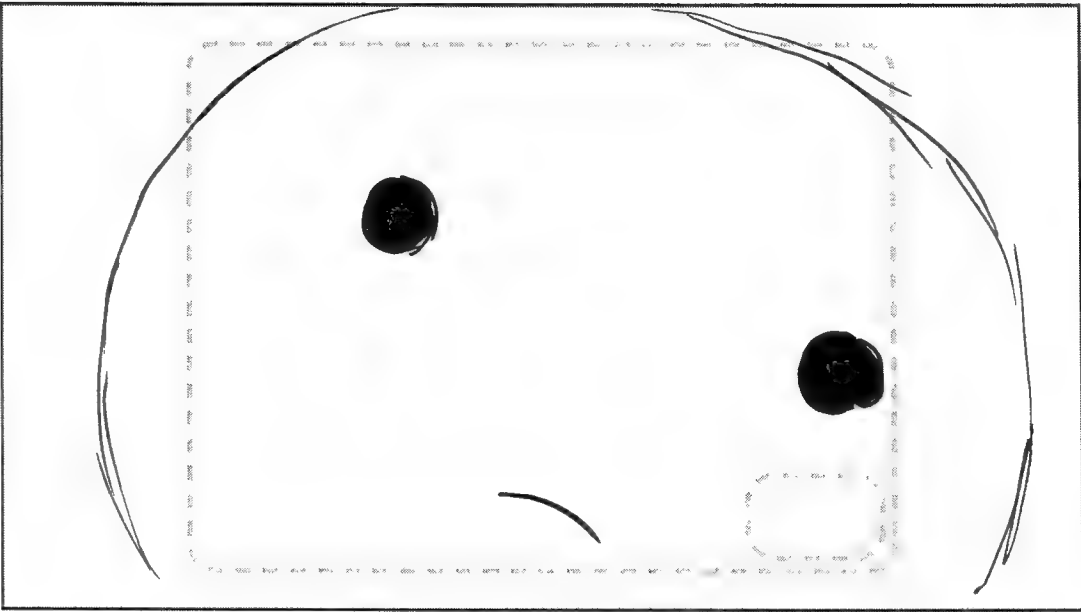
ADVENTURE TIME



Sc. 07 Pnl. C Bg. day night



Sc. 07 Pnl. D Bg. day night



Dialog:	SFX: ≡ BONK ≡
Action:	- Finn gets nudged in the head by the small comet offscreen.
Timing:	

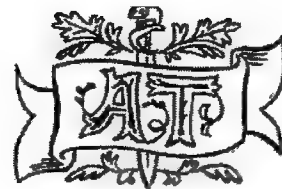
EPISODE #

Production :

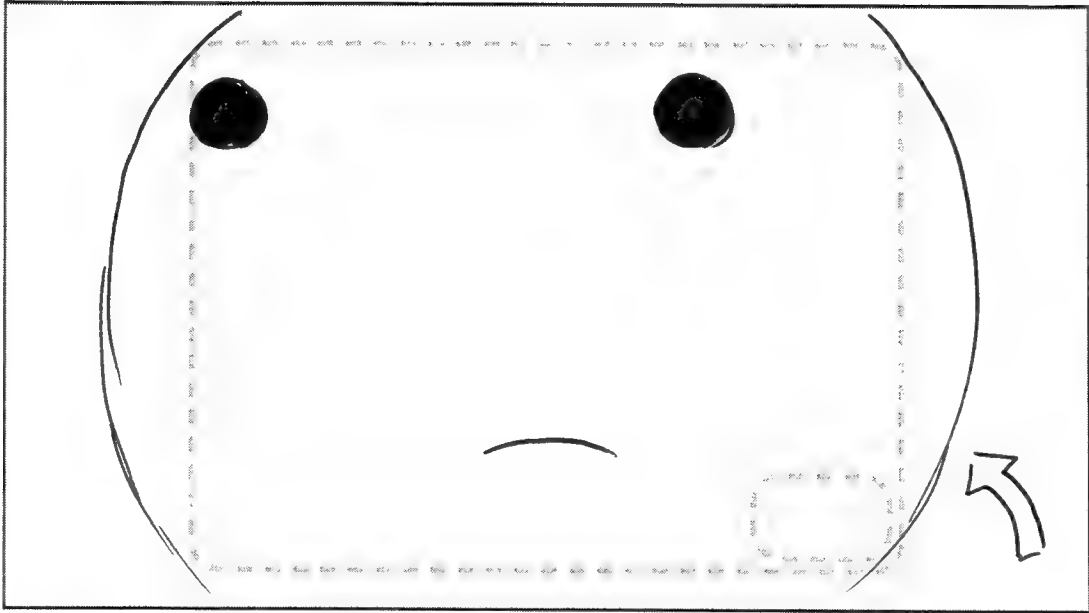
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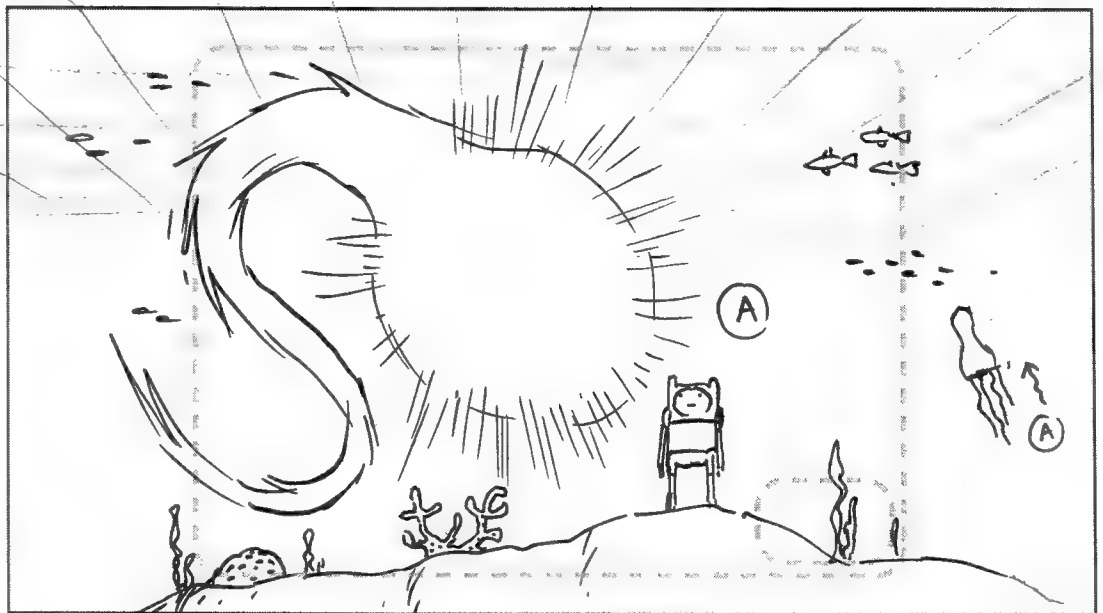
ADVENTURE TIME



Sc. 07 Pnl. E Bg. day night



Sc. 08 Pnl. A Bg. day night



Dialog:	
Action:	
Timing:	

EPISODE #

Production :

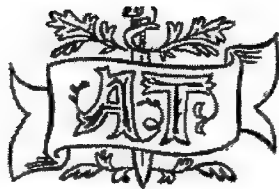
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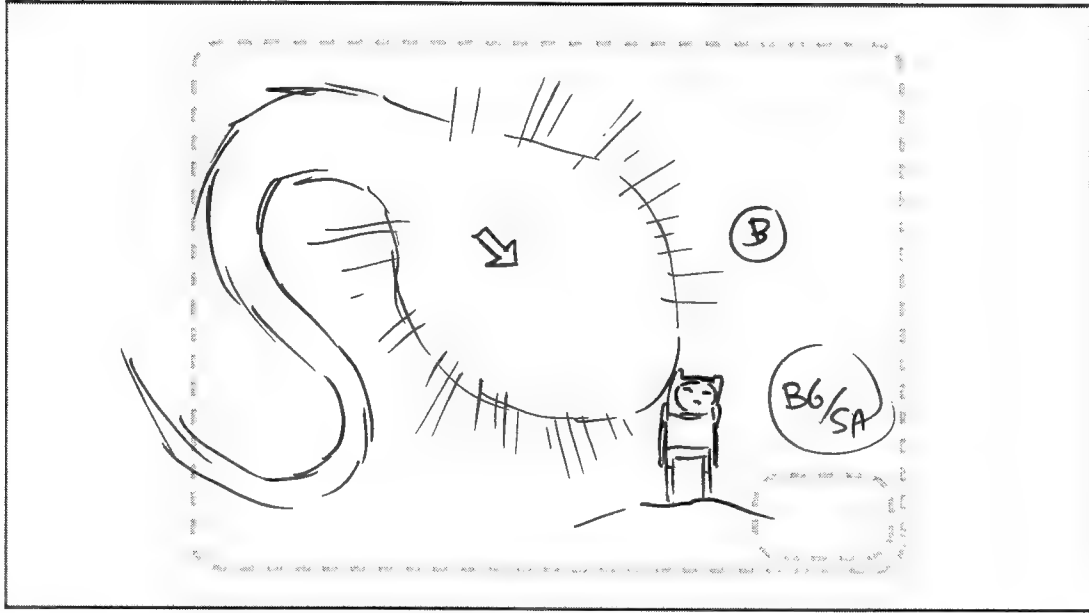


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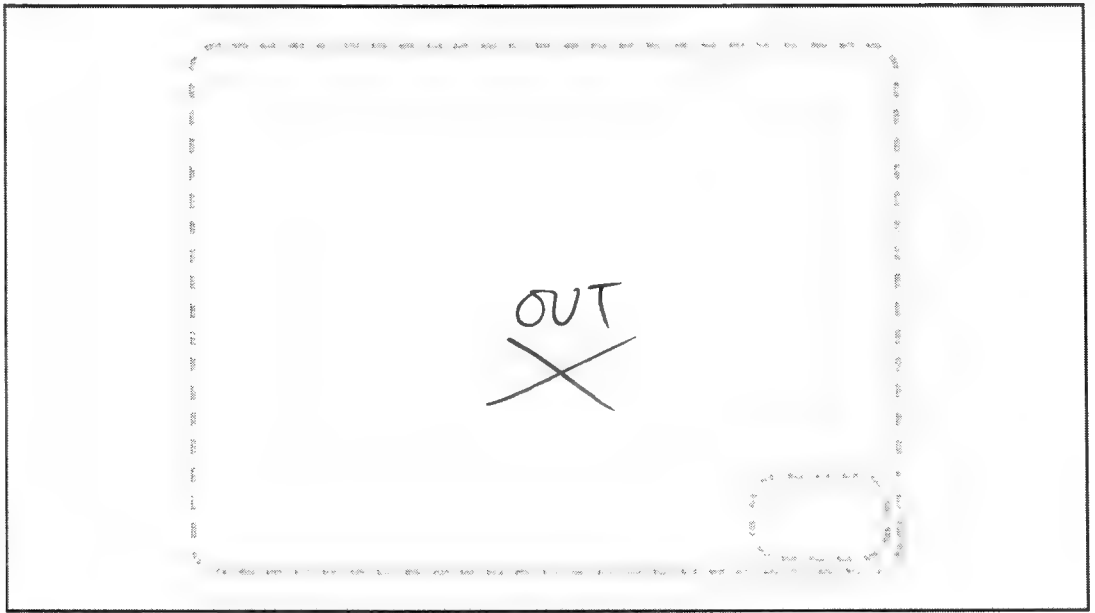
ADVENTURE TIME



Sc. 08 Pnl. B Bg. day night



Sc. Pnl. Bg. day night



Dialog: SFX: BONK BONK

Action: (A)(B)(A)(B) comet nudges finn's head

Timing:

EPISODE #

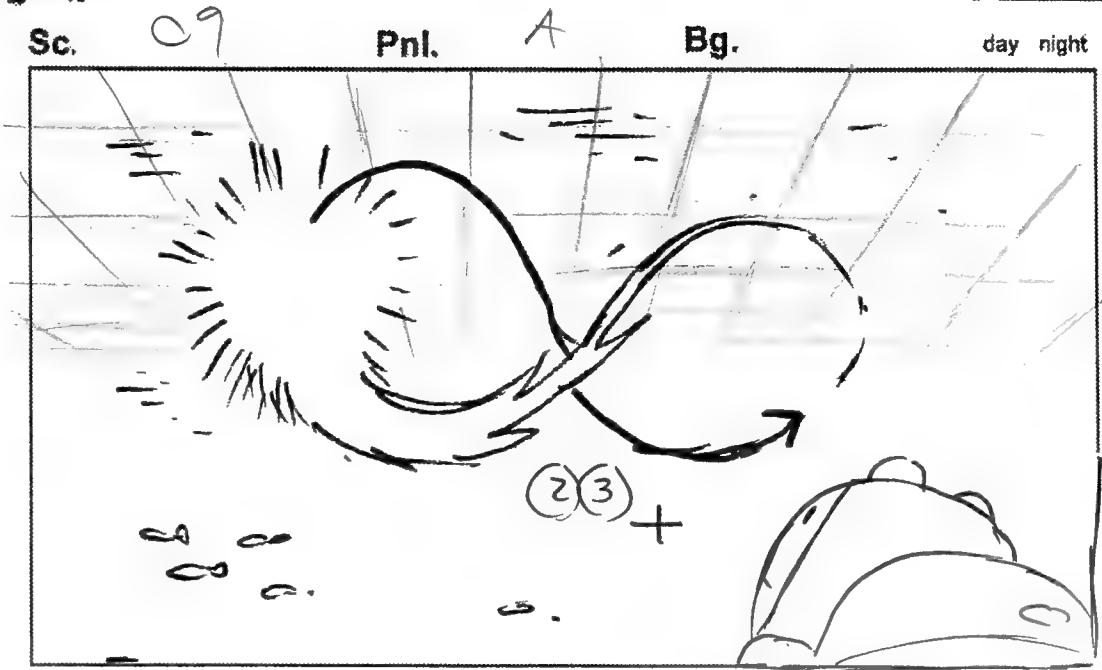
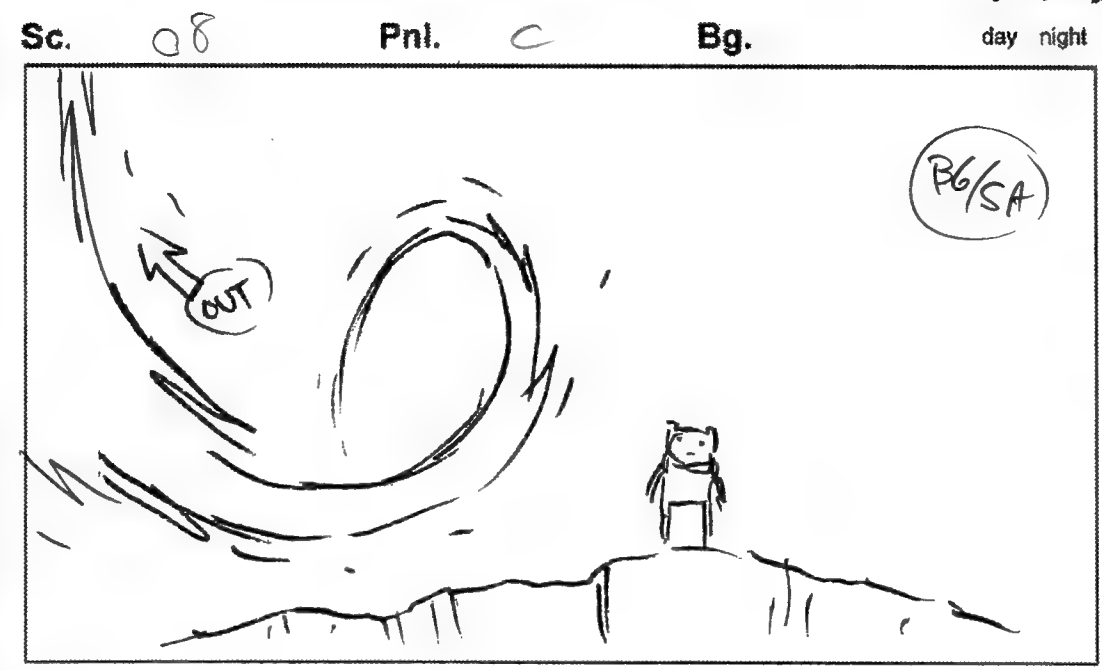
Production :

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# ADVENTURE TIME



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Dialog:	
Action:	- comet swirls offscreen
Timing:	

- comet swirls in a figure-8

EPISODE #

Production :

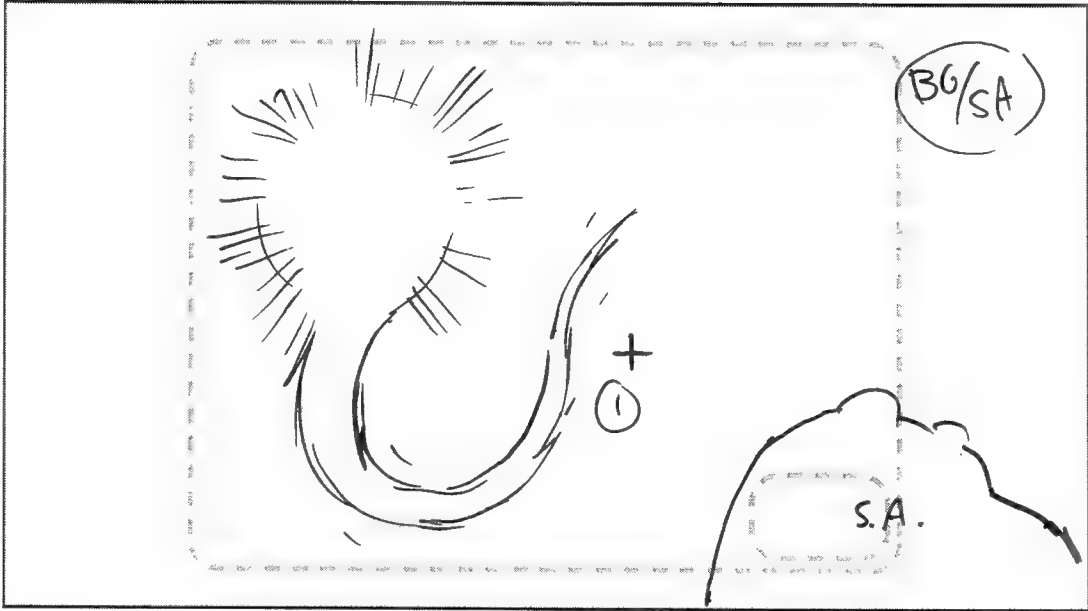
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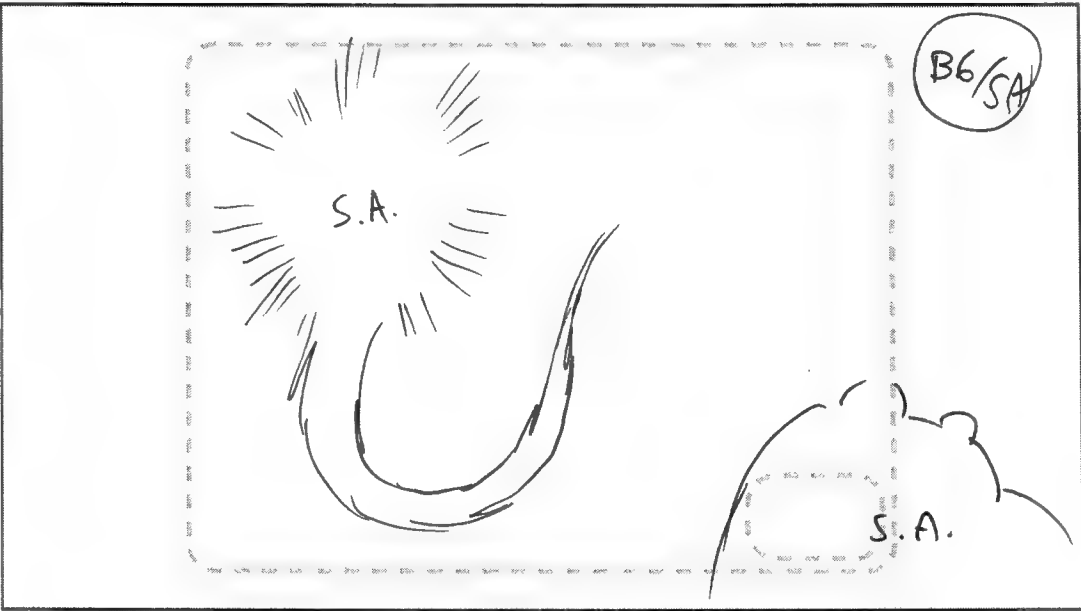
ADVENTURE TIME



Sc. 09 Pnl. B Bg. day night



Sc. 09 Pnl. C Bg. day night

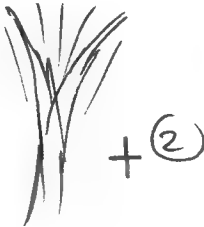


Dialog:

(BABY FINN) (O.S.) [normal Finn voice]:  
That's the comet you're supposed  
to follow.

Action: - Comet wags its "tail"  
expectantly, like an  
eager dog.

Timing:



EPISODE #

Production :

ADVENTURE TIME



Sc. Pnl. Bg. day night

X  
OUT

Sc. 10 Pnl. A Bg. day night

Dialog:

Action:

Timing:

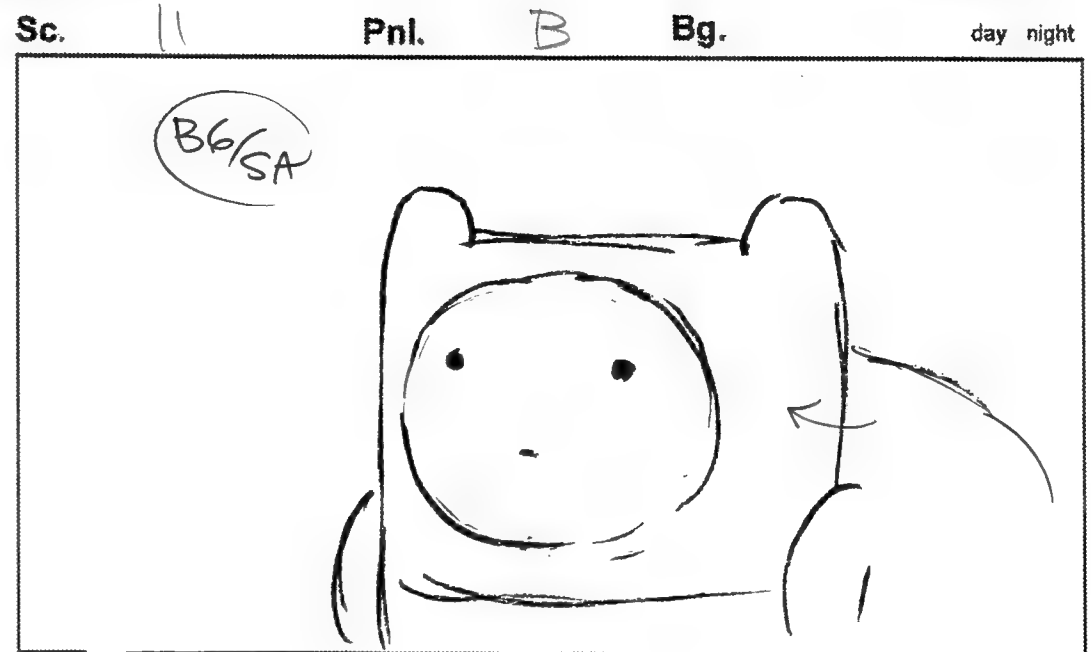
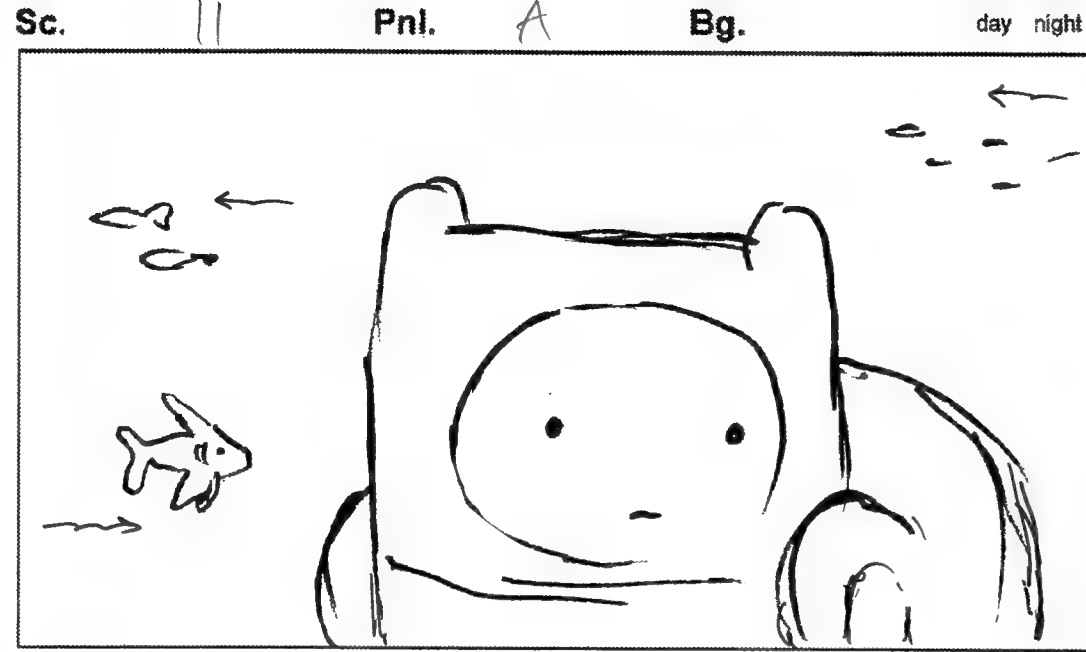
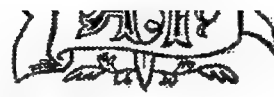
-FINN TURNS TO LOOK AT BABY FINN.

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Production :

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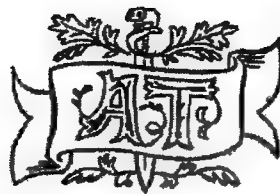
Dialog:
Action:
Timing:

EPISODE #

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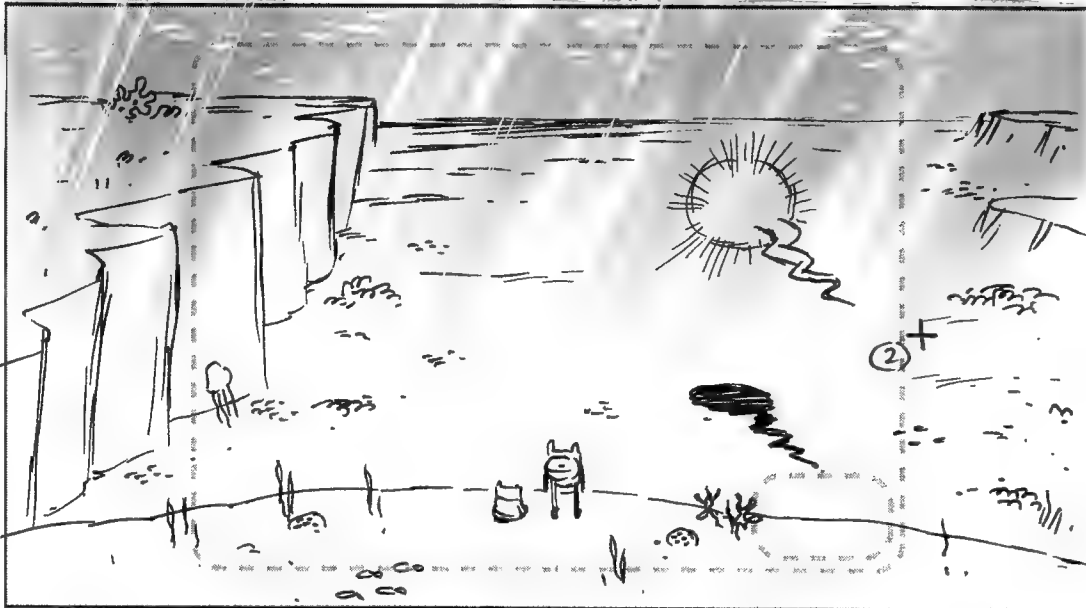
Production :

# ADVENTURE TIME

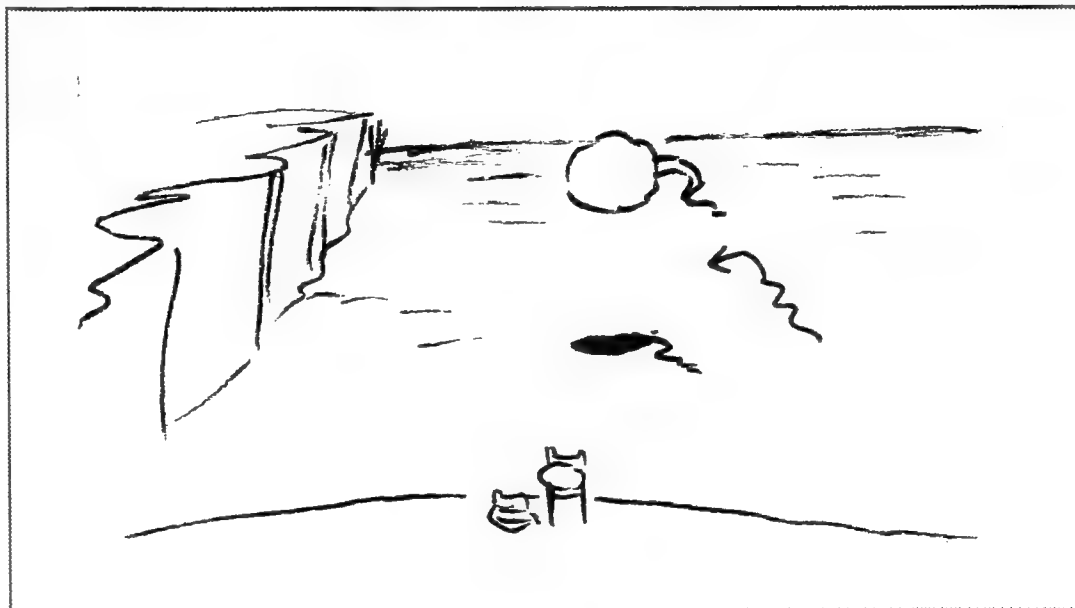


Page 16

Sc. 12 Pnl. A Bg.



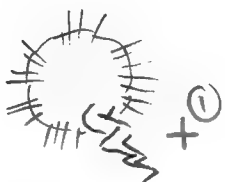
Sc. 12 Pnl. B Bg. day night



Dialog:

Action:

Timing:



- come turns to look at Finn  
expectantly, waiting for Finn to follow.

EPISODE #

Production :

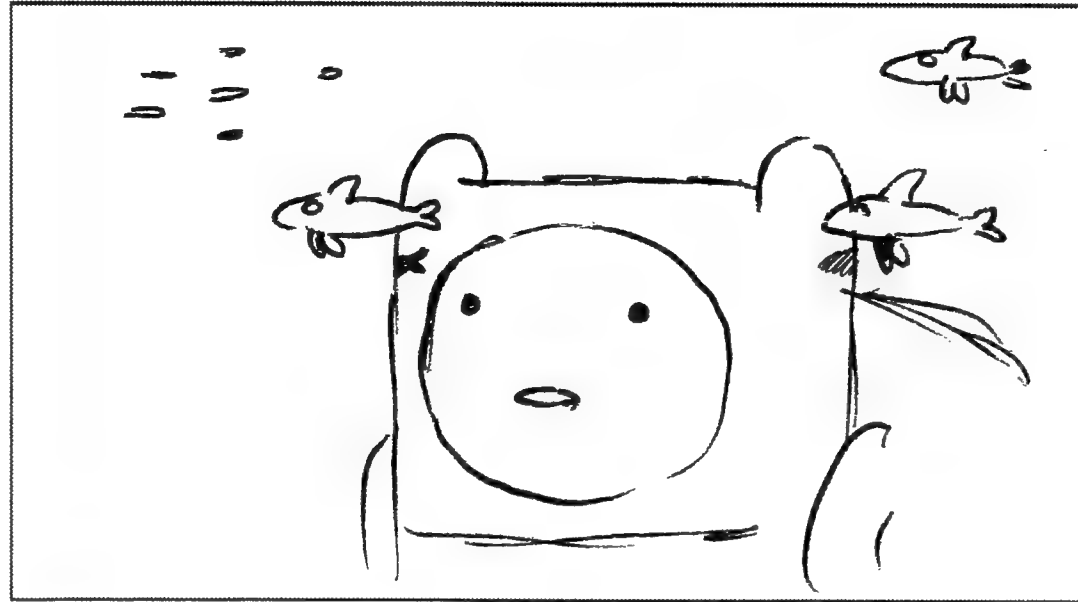
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# ADVENTURE TIME



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Sc. 13 Pnl. A Bg. day night



Sc. 14 Pnl. A Bg. day night

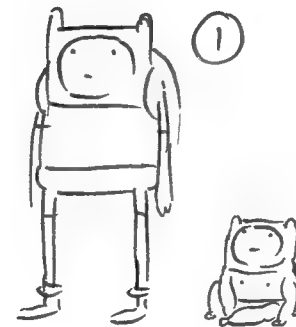


Dialog:

(F:) right, right -  
I knew that.

Action:

Timing:



Finn picks up baby Finn.

EPISODE #

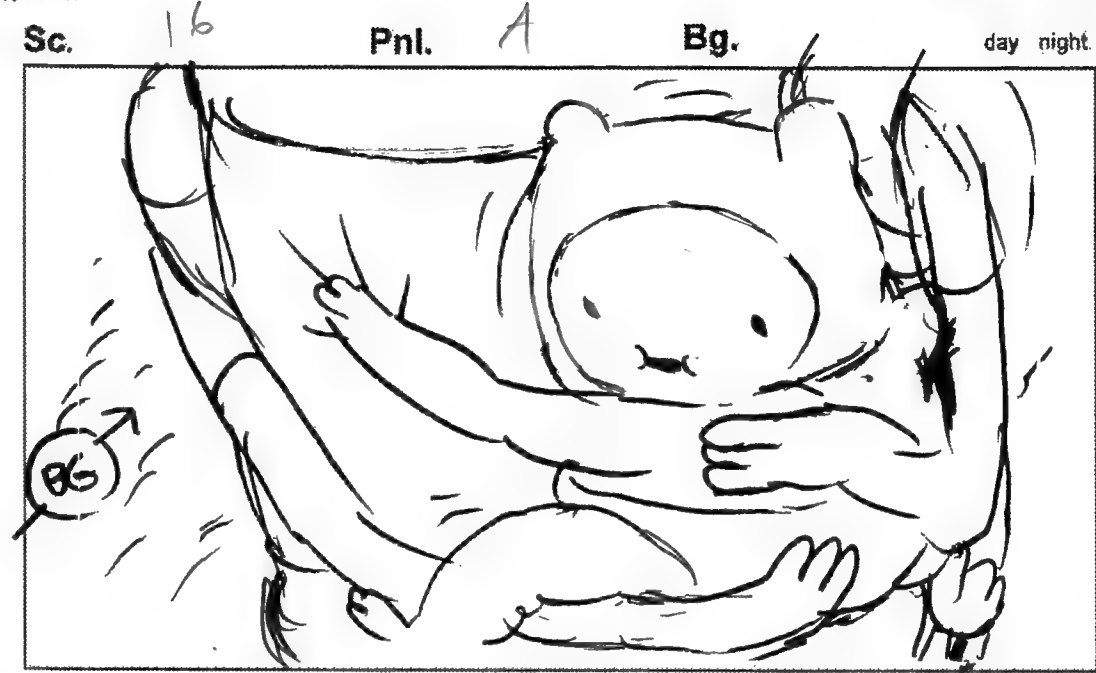
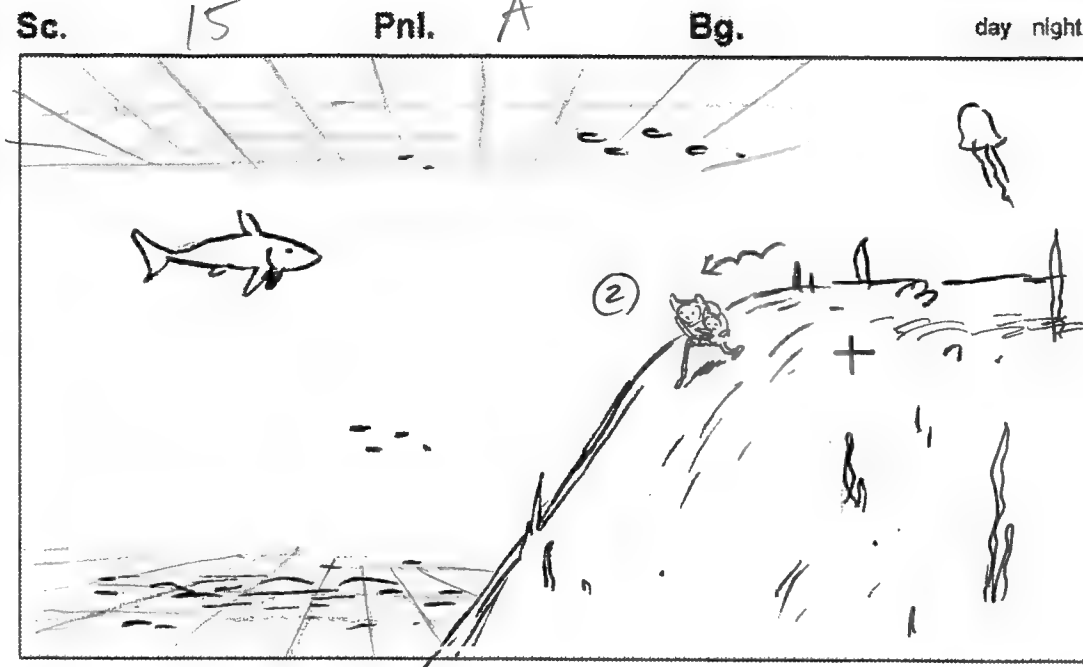
1025-183

Production :

# ADVENTURE TIME



Page 18



Dialog:

BABY FINN: <sup>(A)</sup> Hey be <sup>(A1)</sup> careful okay?  
Hold on tight.

Action:

Timing:



EPISODE #

Production :

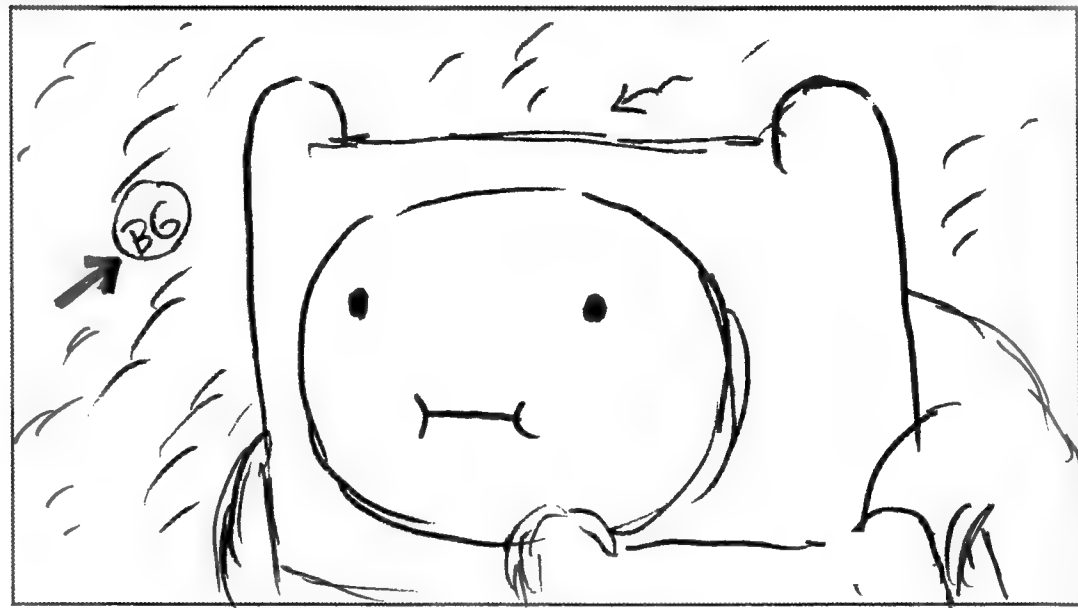
1025-183



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Sc. 18 Pnl. A Bg. day night



8



- BEAT



**Production :**

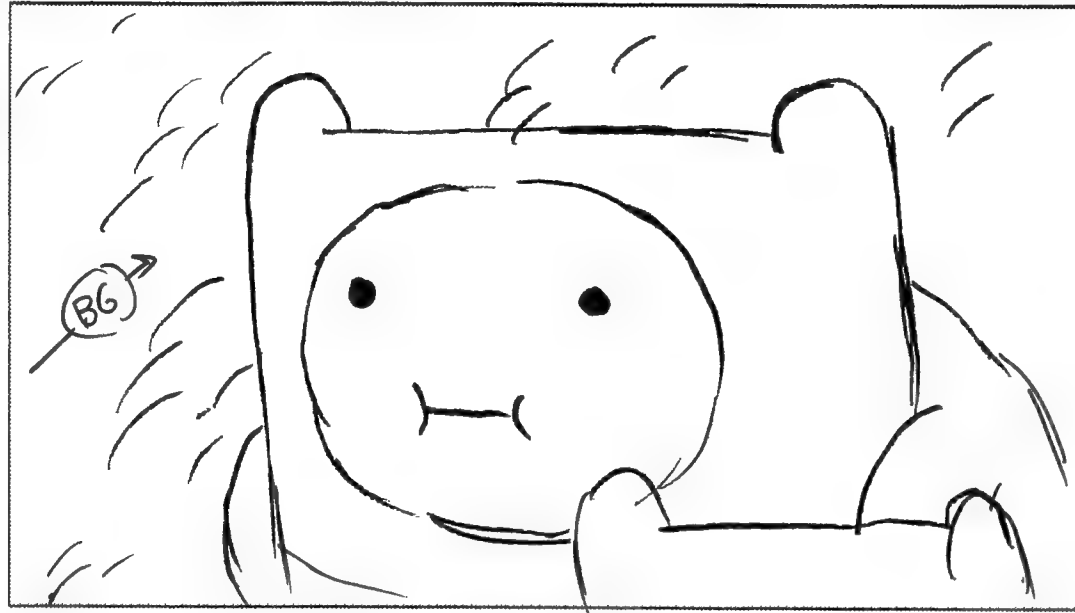
1025-183

# ADVENTURE TIME



Page 20

Sc. 18 Pnl. B Bg. day night



Sc. 19 Pnl. A Bg. day night



Dialog:

(F:) (thoughts:) that's true...

Action:

Timing:



EPISODE #

Production :

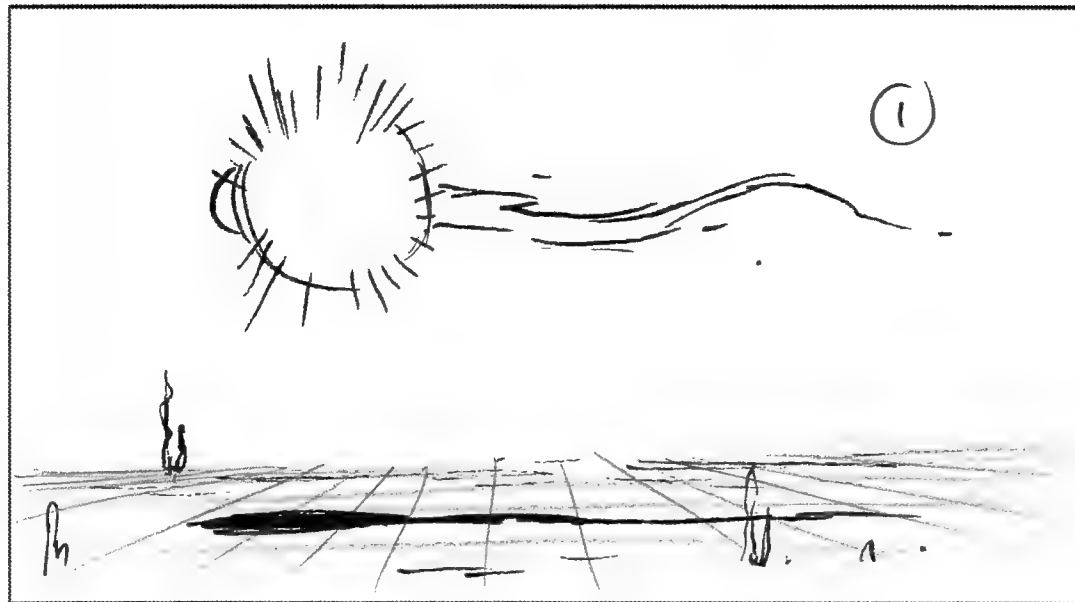
1025-183

# ADVENTURE TIME

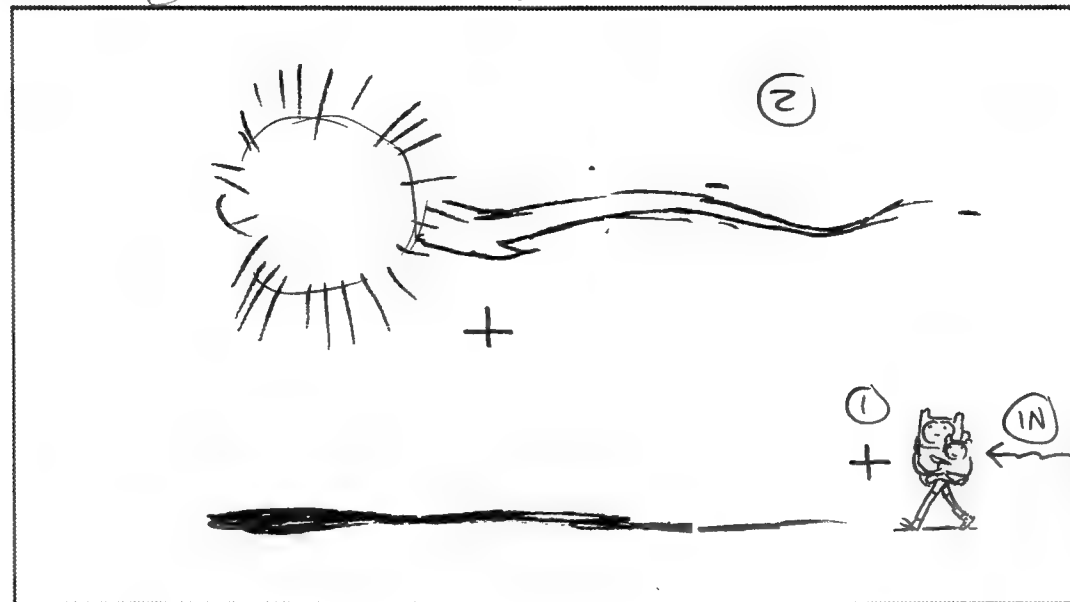


Page 21

Sc. 20 Pnl. A Bg. day night



Sc. 20 Pnl. B Bg. day night



Dialog:

Action:  
- Tail waves gently  
while comet waits:

(1)(2)(1)(2)(3)(4)

Tim



TAIL MOVES like  
+adpole,



F. WALKS ON/S.

START POSE OVERHEAD :



EPISODE #

Production :

1025-183

# ADVENTURE TIME

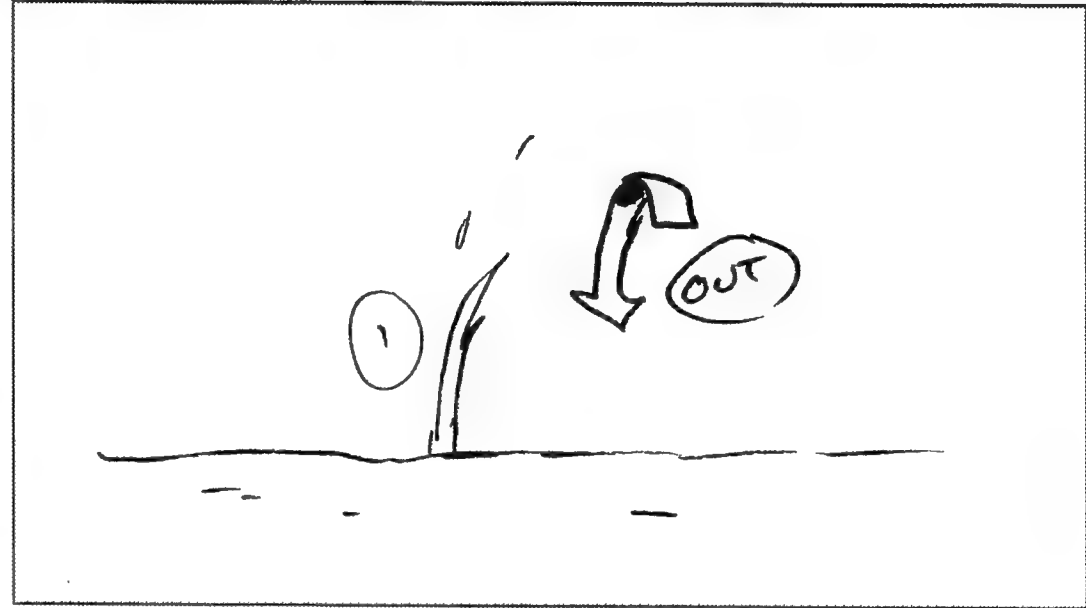



Page 22

Sc. 21 Pnl. A Bg. day night



Sc. 21 Pnl. B Bg. day night



Dial	
Acti	
Timi	
<p>-comet flies overhead, then dips down over cliff edge.</p>	
<p></p>	

EPISODE #

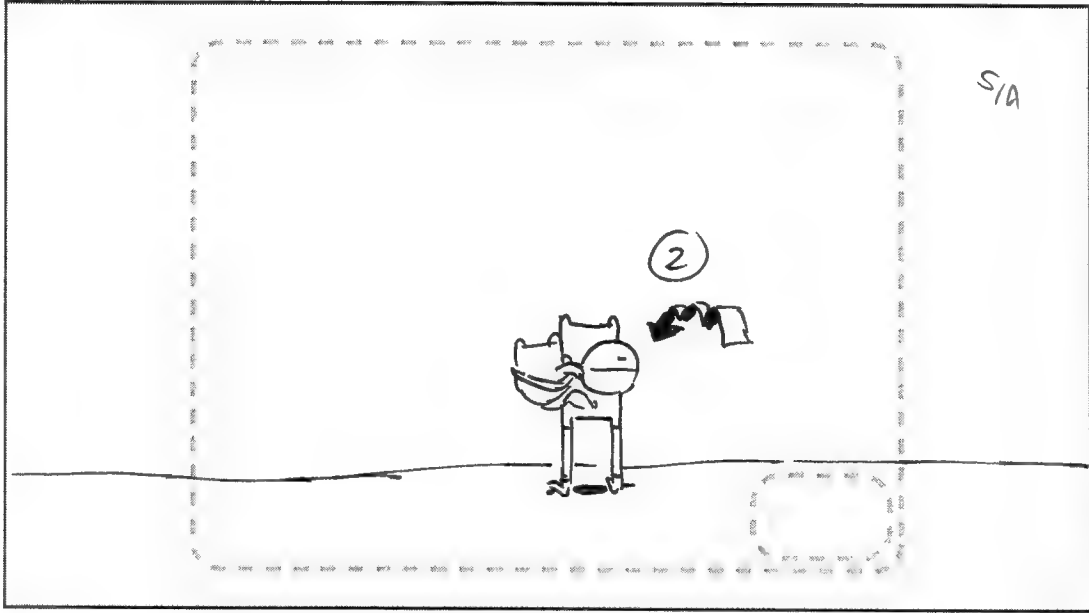
Production :

1025-183

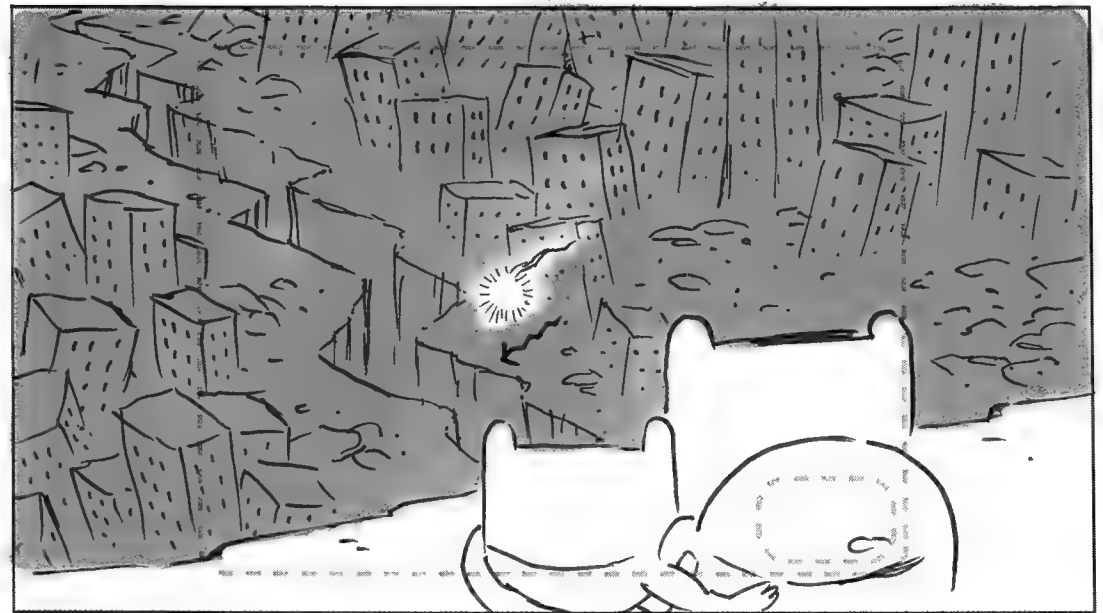
ADVENTURE TIME



Sc. 21 Pnl. C Bg. day night



Sc. 22 Pnl. A Bg. day night

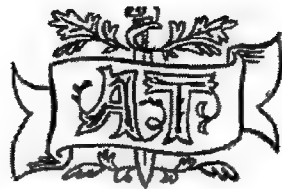


Dialog:	
Action:	- F. WALKS TO CLIFF'S EDGE.
Timing:	
- comet flies into the undersea trench	
Production :	

EPISODE #

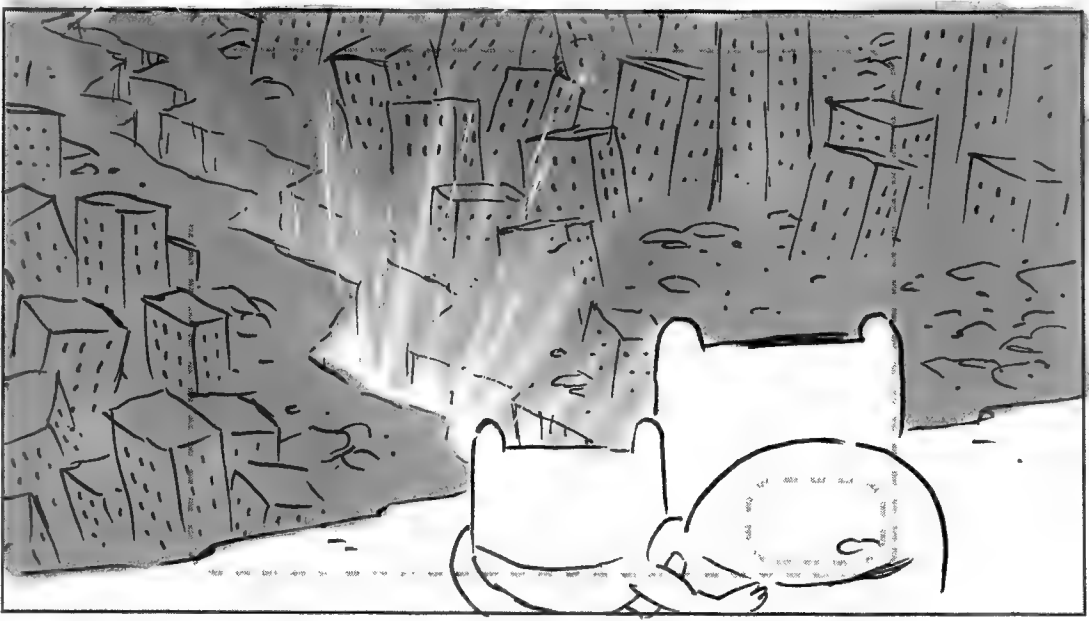
1025-183

ADVENTURE TIME

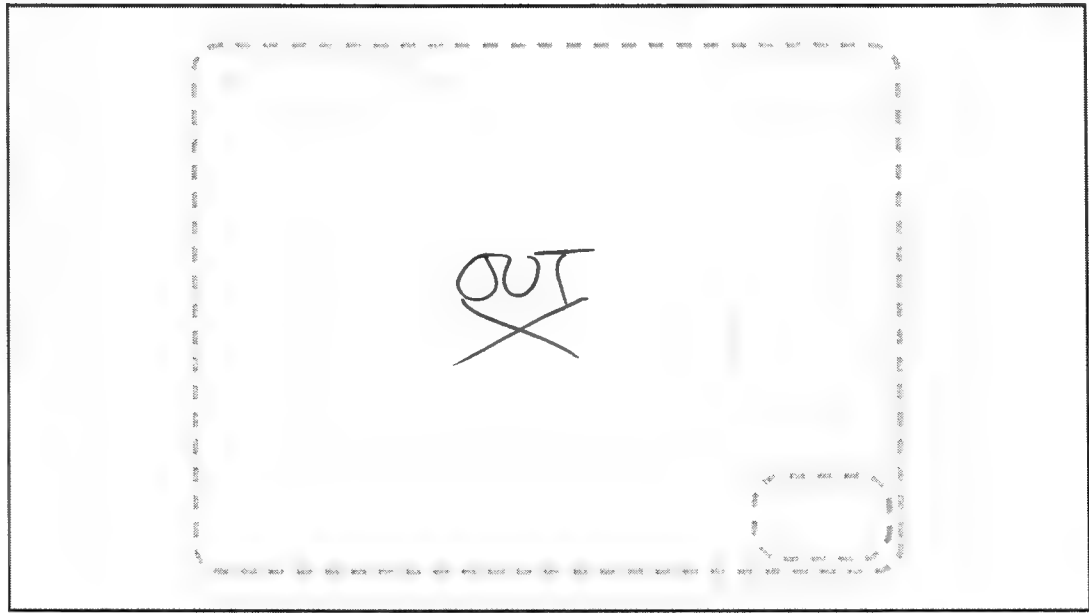


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Sc. 22 Pnl. 3 Bg. day night



Sc. Pnl. Bg. day night



Dialog:

Action: -The comets glow softly illuminates the undersea trench.

Timing:

EPISODE #

Production :

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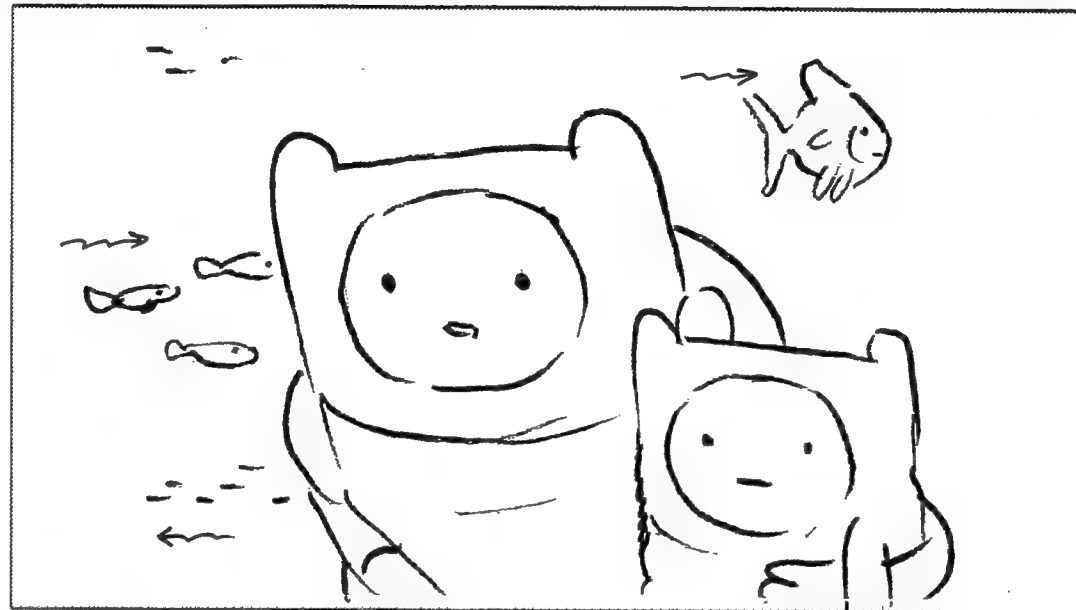
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# ADVENTURE TIME

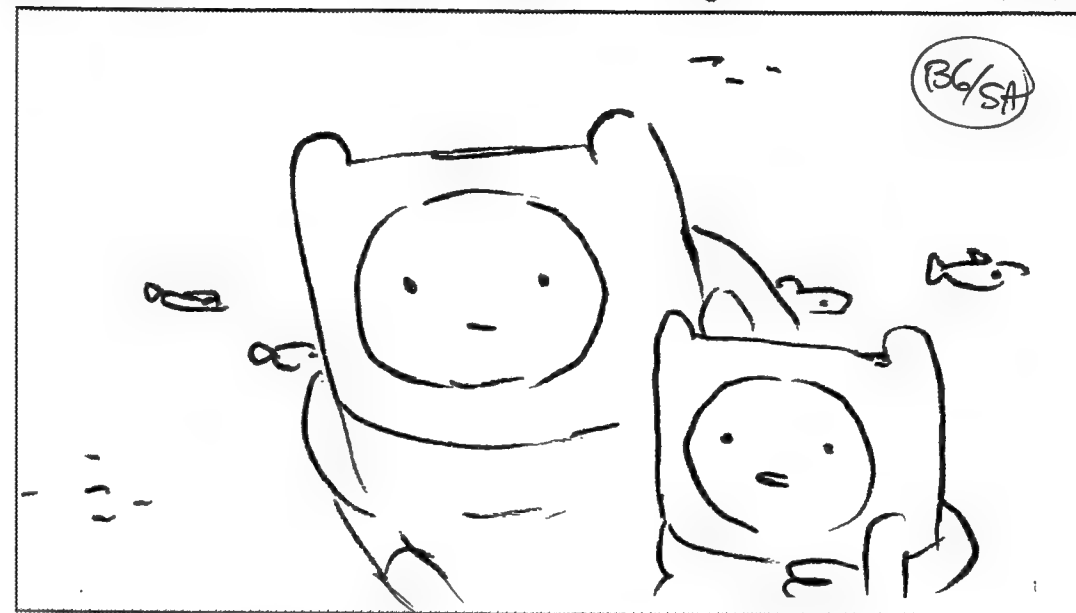


Page 25

Sc. 23 Pnl. A Bg. day night



Sc. 23 Pnl. B Bg. day night



Dialog:

(F) Waw, already?  
That was fast.

Action:

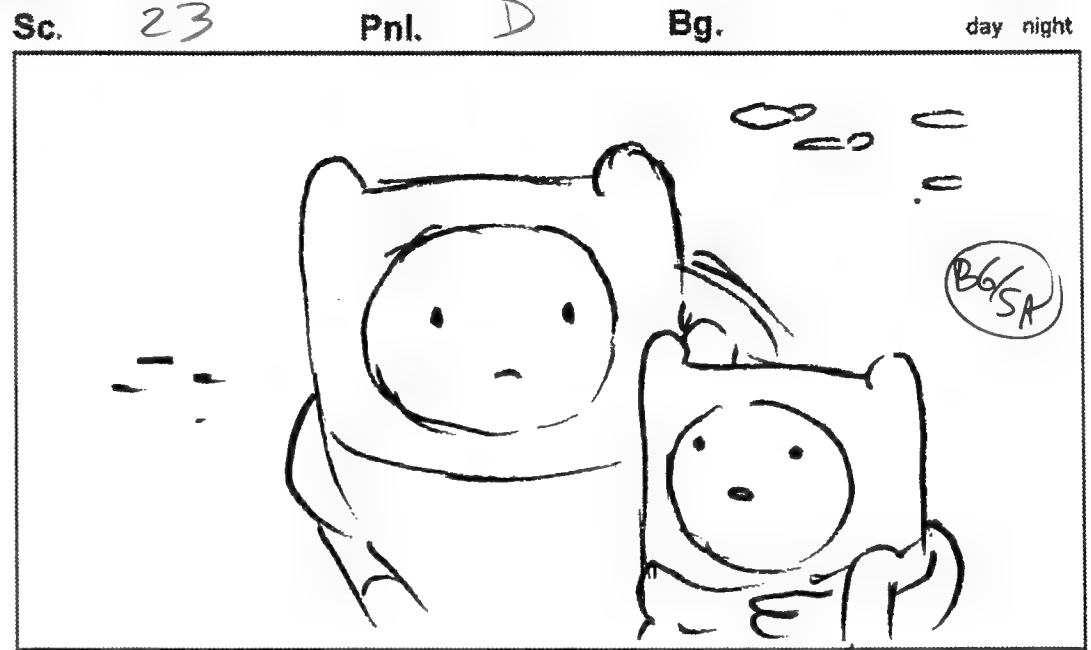
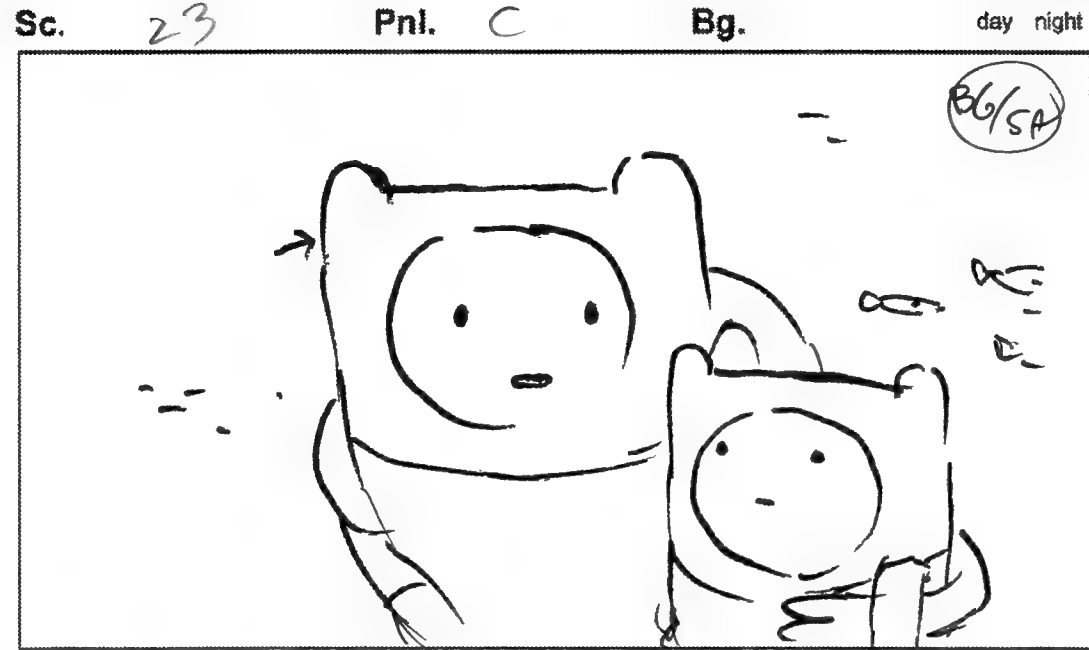
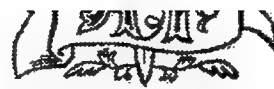
Timing:

(BF) Yup, we're  
here. It's  
time to wake  
up now.

Production :

EPISODE #

1025-183



Dialog:

(F:) What, now?

(BF:) Yup.

Action:

Timing:

EPISODE #

Production :

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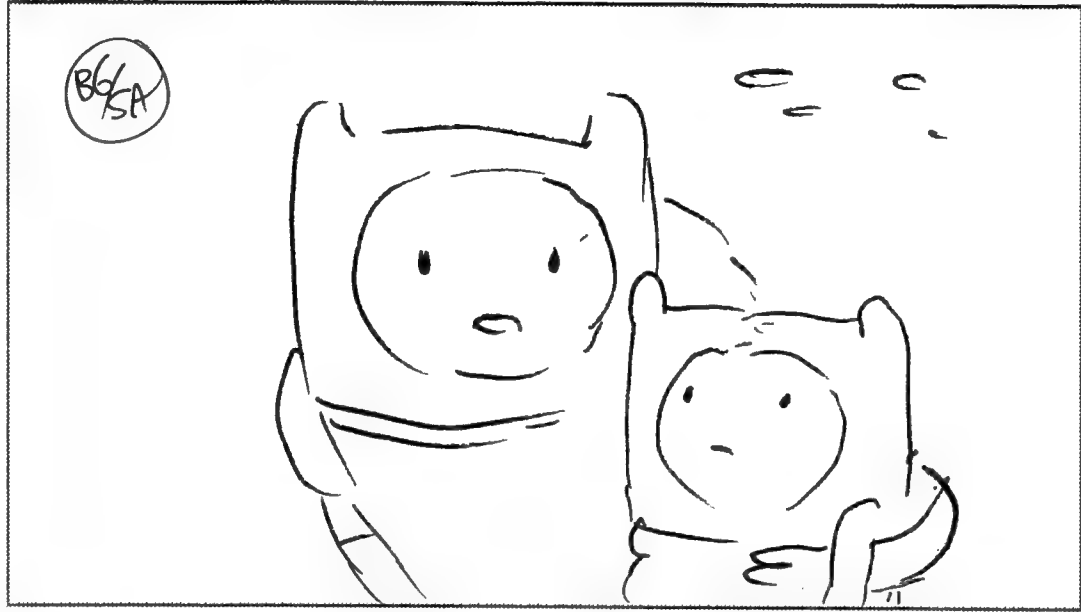


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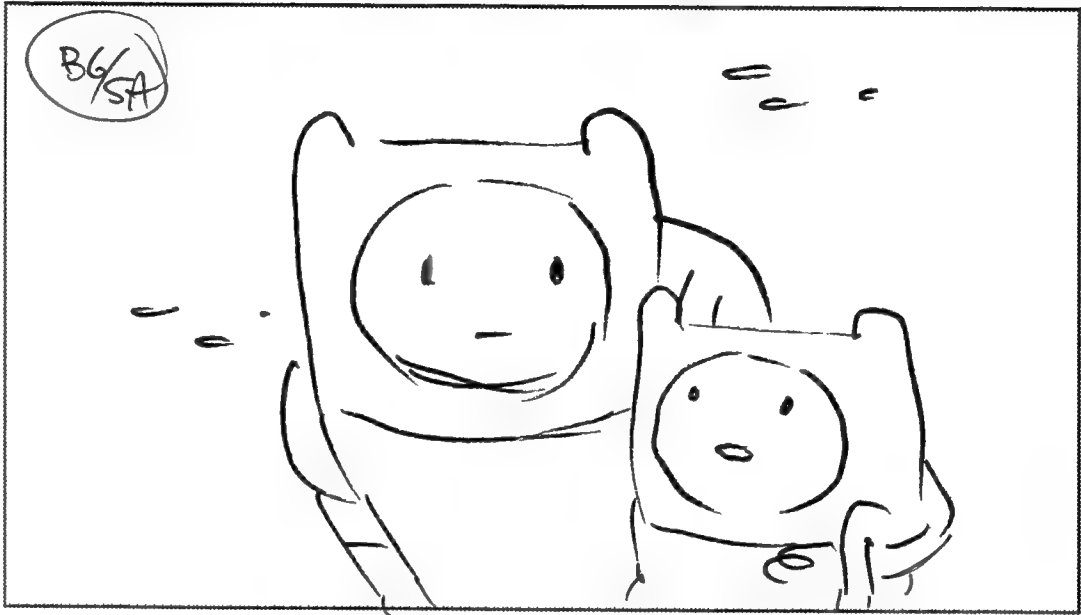
ADVENTURE TIME



Sc. 23 Pnl. E Bg. day night



Sc. 23 Pnl. F Bg. day night



Dialog:	(F) like, <u>RIGHT</u> now?	(BF) y- ("yes" cut-off)
Action:		
Timing:		

EPISODE #

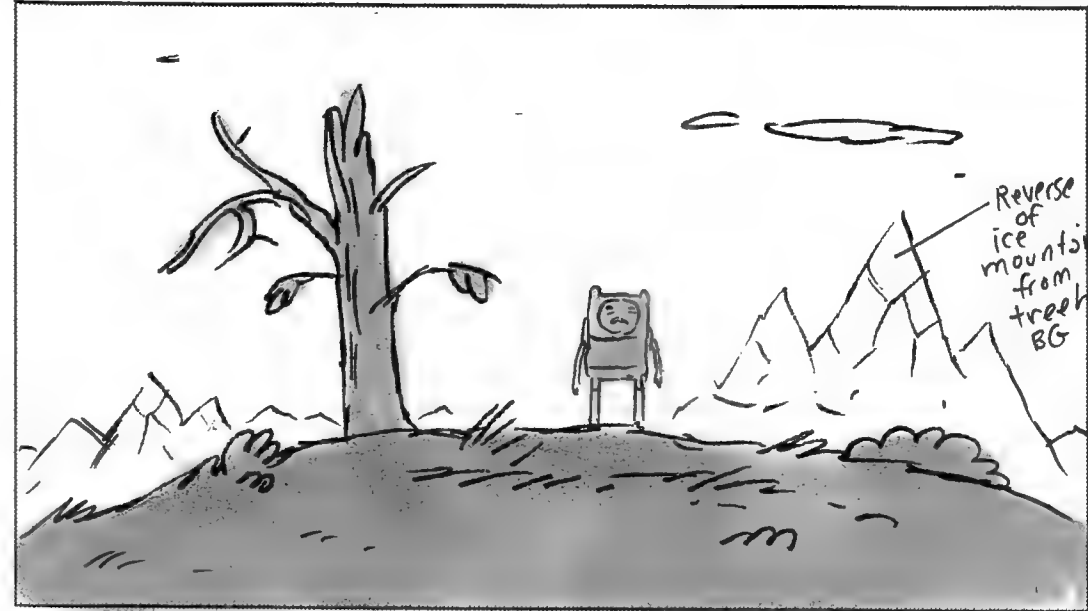
Production :

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day night



# EPISODE 4

**Production :**

✓ Finn  
layer  
in shadow

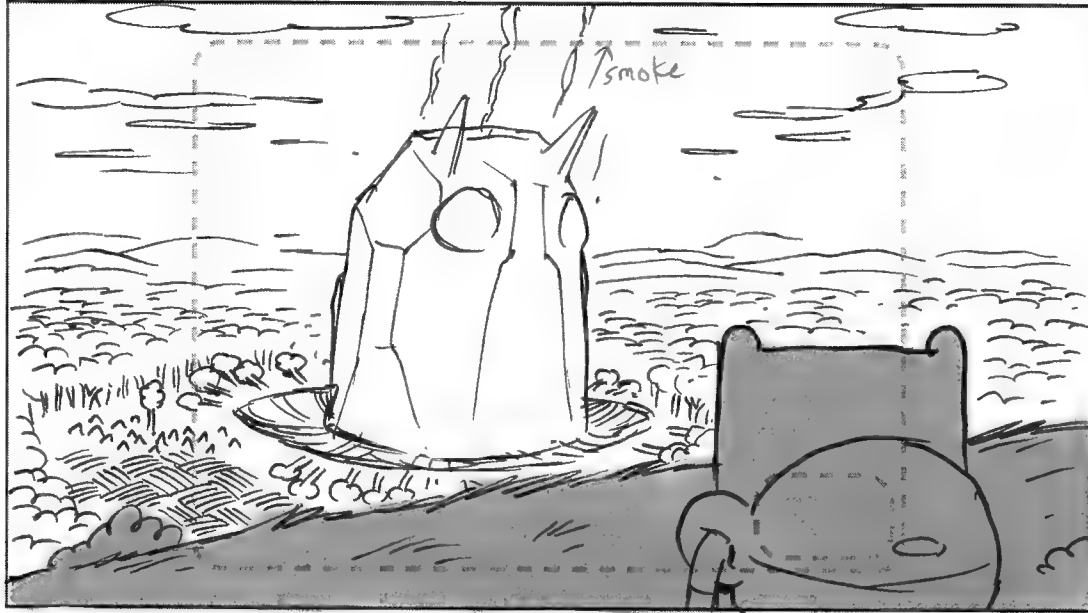
[FACE IN SHADOW]

# ADVENTURE TIME

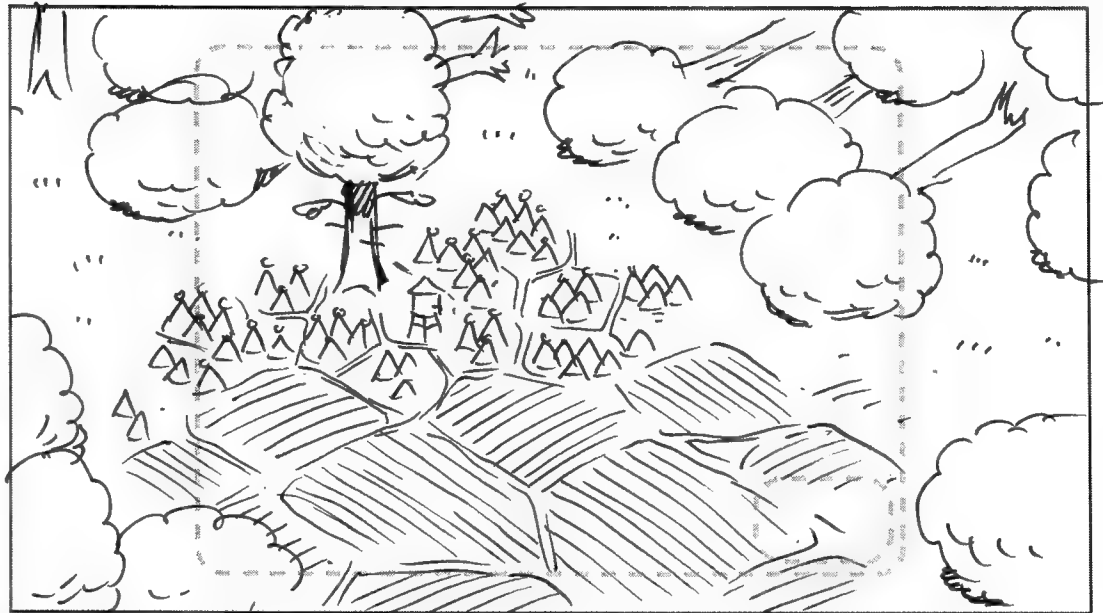


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Sc. 26 Pnl. A Bg. day night



Sc. 27 Pnl. A Bg. day night



Dialog:	(F:) (one string of words) what-the-heck-is-that-the-comet?	(F)(OS) ... and a little farming village?
Action:	- CRASHED STAR CRUISER	
Timing:		

EPISODE #

Production :

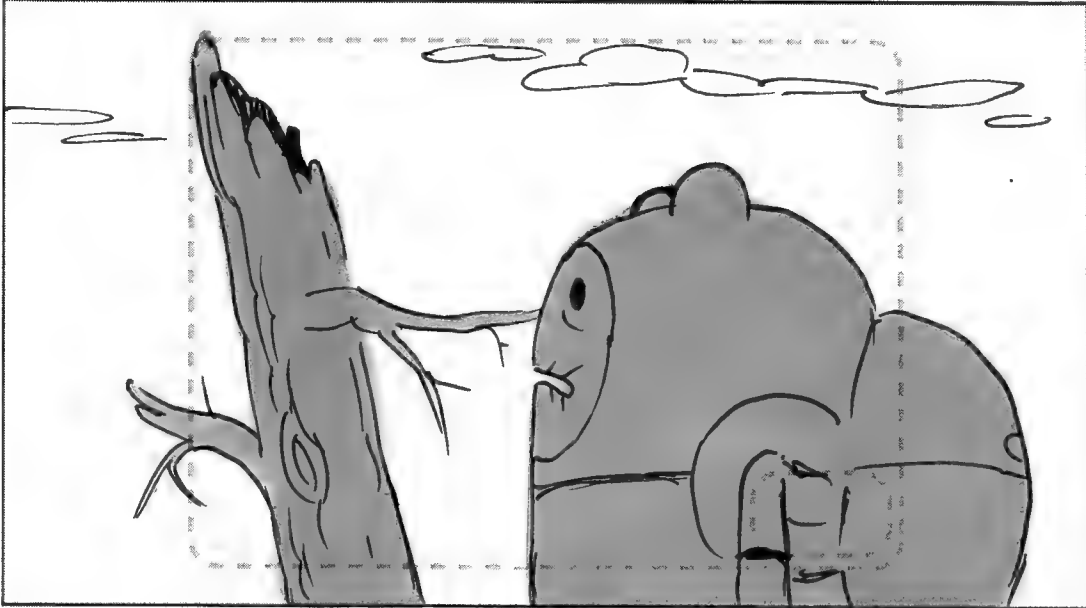
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ADVENTURE TIME



Sc. 28 Pnl. A Bg. day night



Sc. 28 Pnl. B Bg. day night

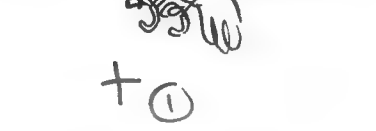


Dialog: (F) ... How long have I been walking? ...

(VULTURE): Man- two WHOLE DAYS! ...  
... AT LEAST!

Action: -vulture Flies into shot, lands on branch, then speaks.

Timing:



EPISODE #

Production :

# ADVENTURE TIME



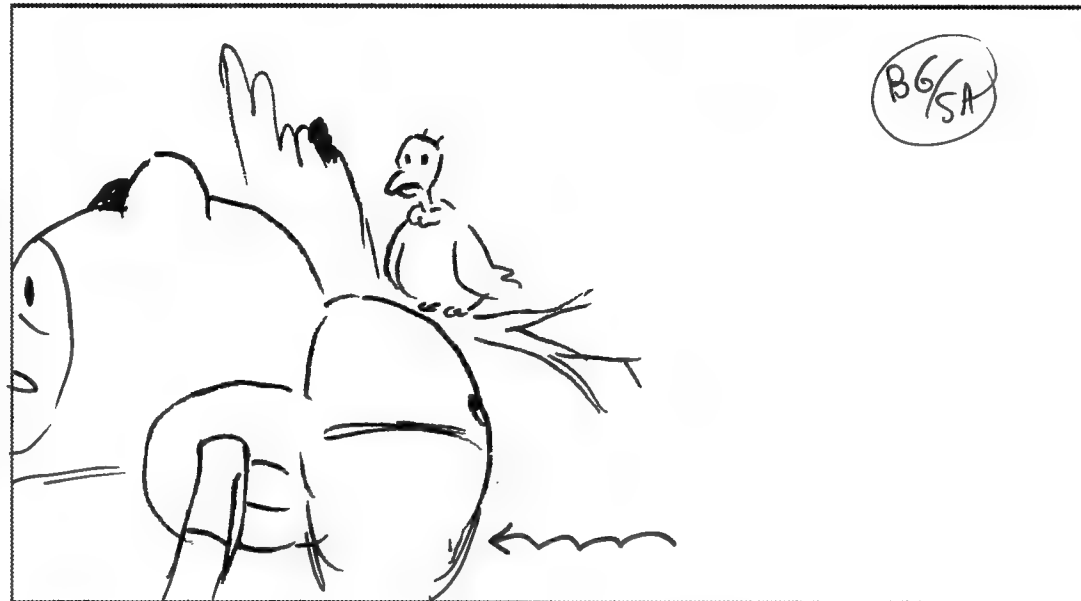
Page 31

Sc. 28

Pnl. C

Bg.

day night

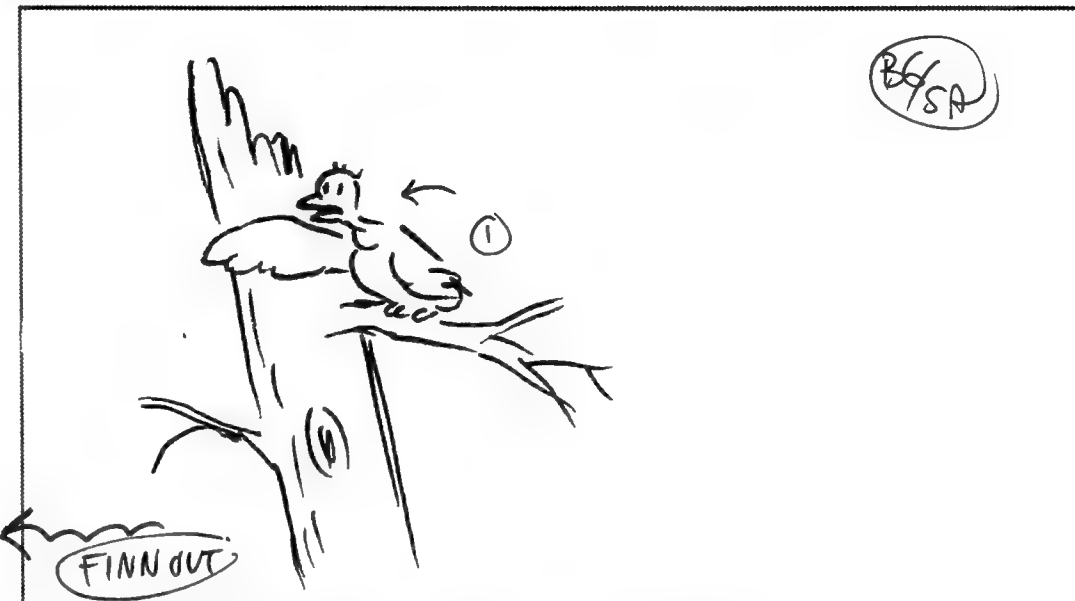


Sc. 28

Pnl. D

Bg.

day night



Dialog:

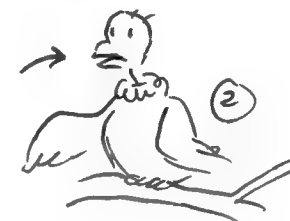
(F:) wow, I need  
some water,  
stat.

(VULTURE:) No wait!... ahhh... geez...  
① ②

Action:

- vulture reaches out longingly as Finn walks  
away.

Timing:



EPISODE #

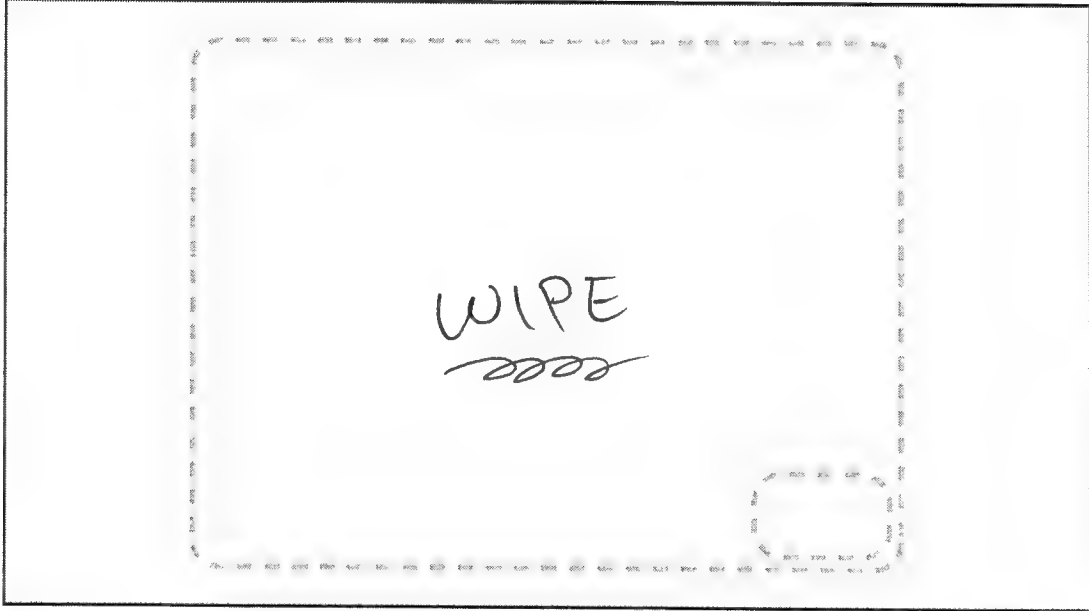
Production :

1025-183

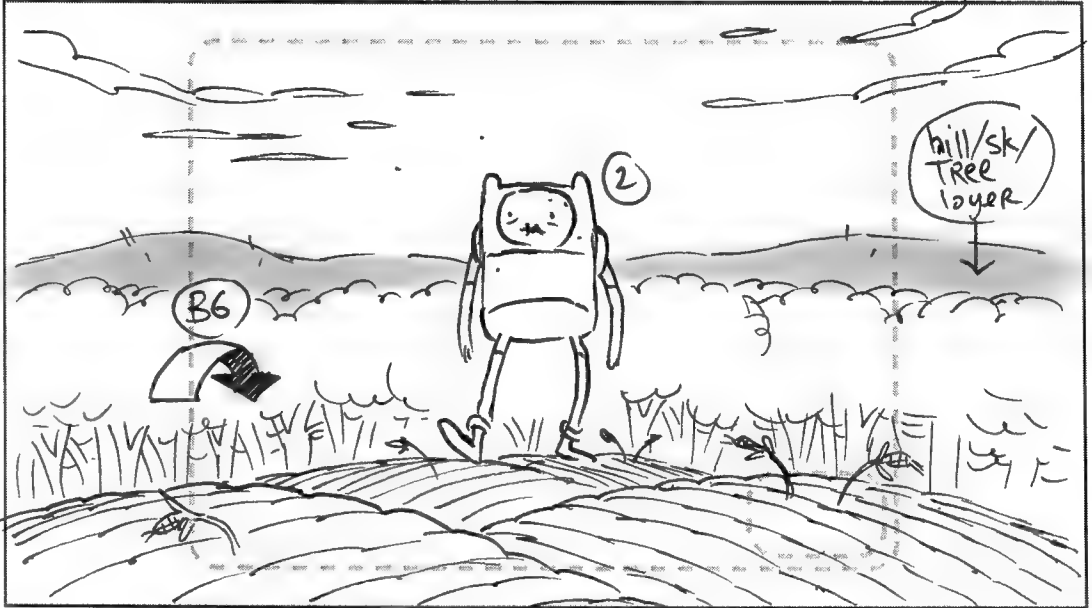
ADVENTURE TIME




Sc. Pnl. Bg. day night



Sc. 29 Pnl. A Bg. day night



Dialog:	(F) (1) Hmm... (2) Fields are lookin' a little sparse.	 (1)
Action:	- F. WALKS ACROSS FIELDS.	
Timing:		

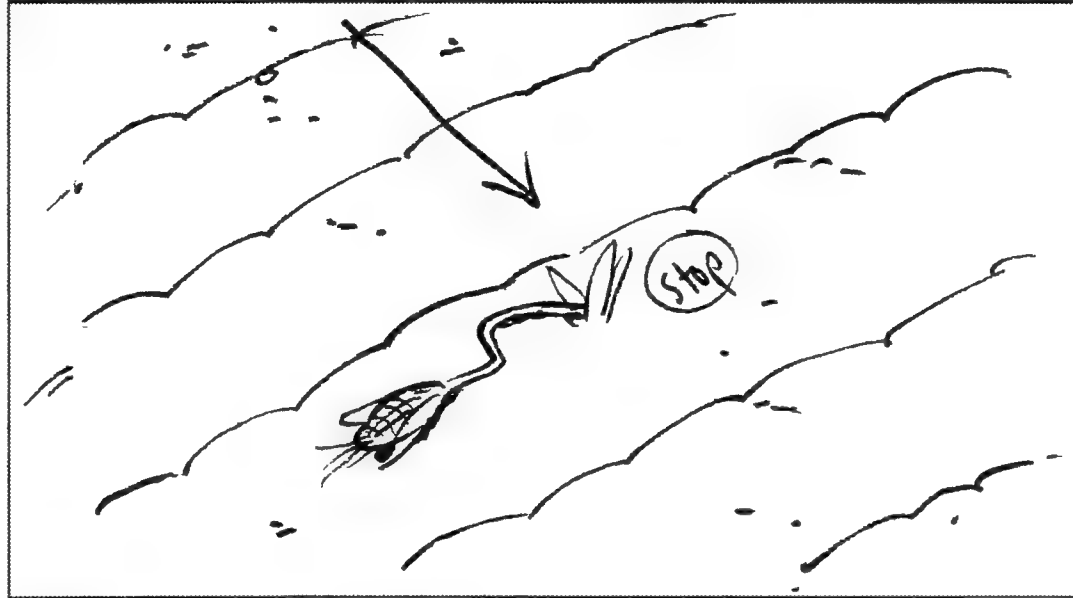
EPISODE #

Production :

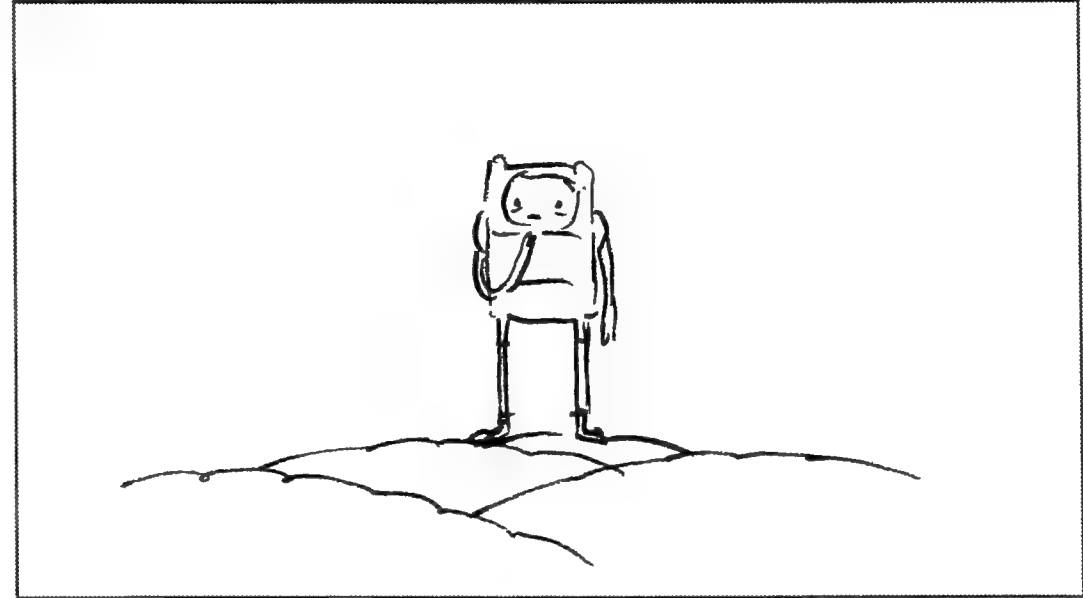
1025-183



Sc. 30 Pnl. A Bg. day night



Sc. 31 Pnl. A Bg. day night



Dialog:

(F:) <sup>(o/s)</sup> kinda runty...

Action:

-F. STOPS WALKING.

Timing:

(F) I wonder if  
this village  
even has any  
wat--

EPISODE #

1025-183

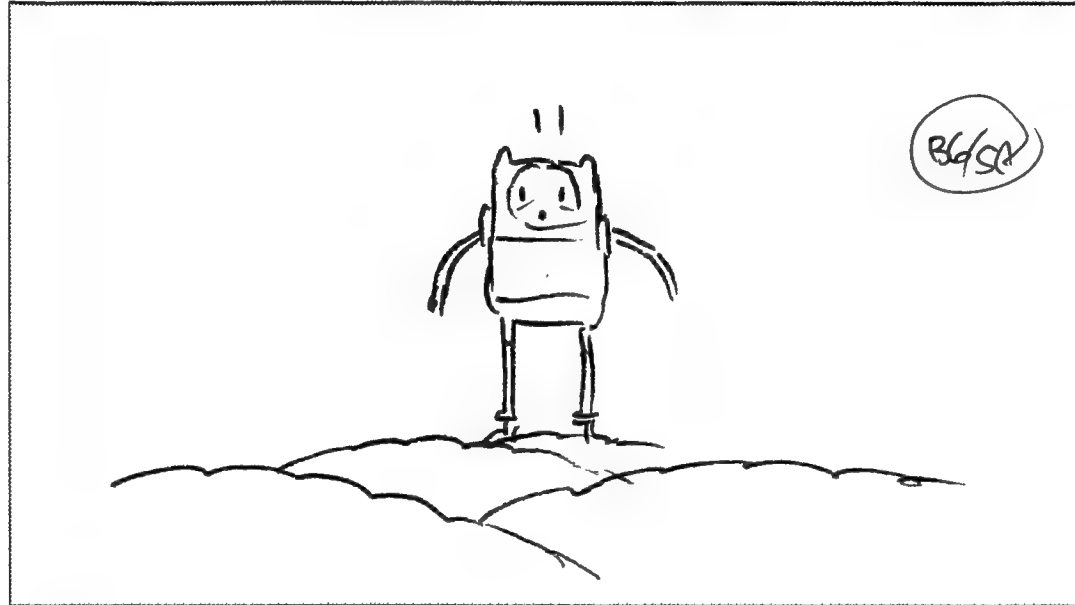
Production :

# ADVENTURE TIME

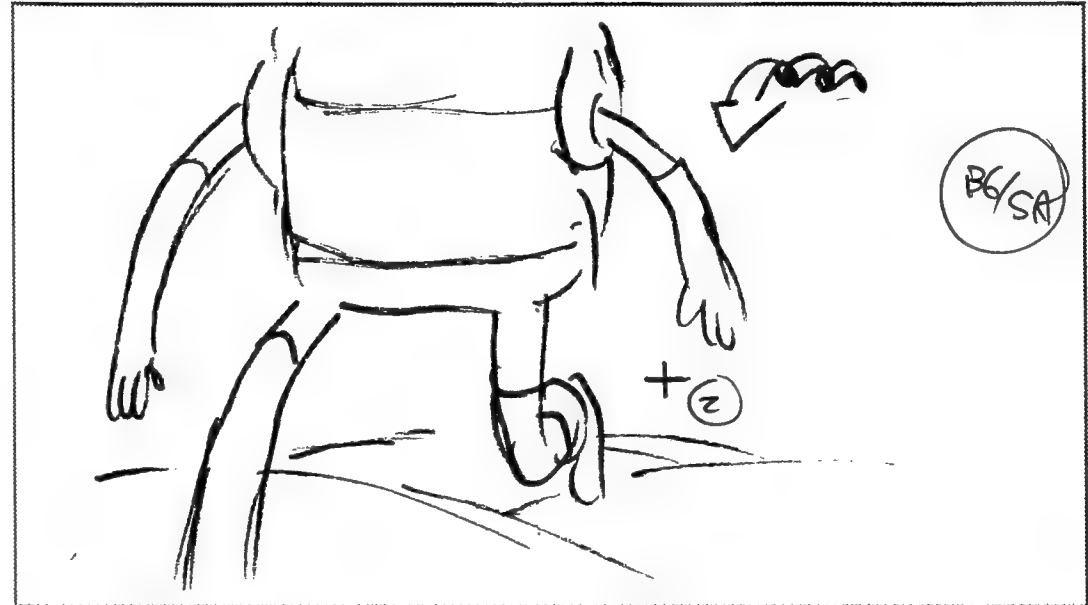


Page 34

Sc. 31 Pnl. B Bg. day night



Sc. 31 Pnl. C Bg. day night



Dialog:

(F) → oh snap -

(F)

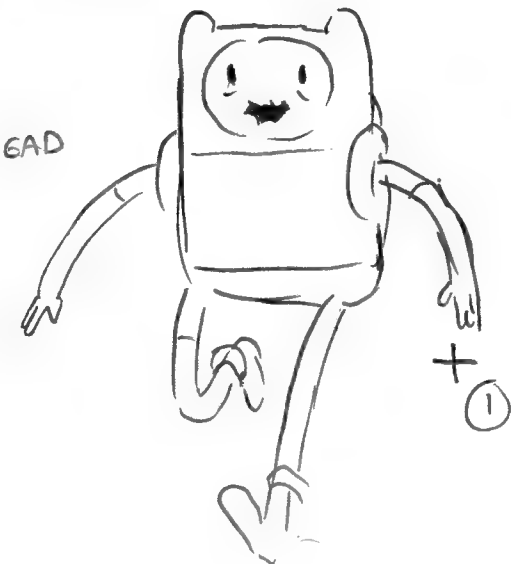
→ I see some!

Action:

- Finn sees the water tower not far away.

ALT: - UP 2 HEAD

Timing:



EPISODE #

1025-183

Production :

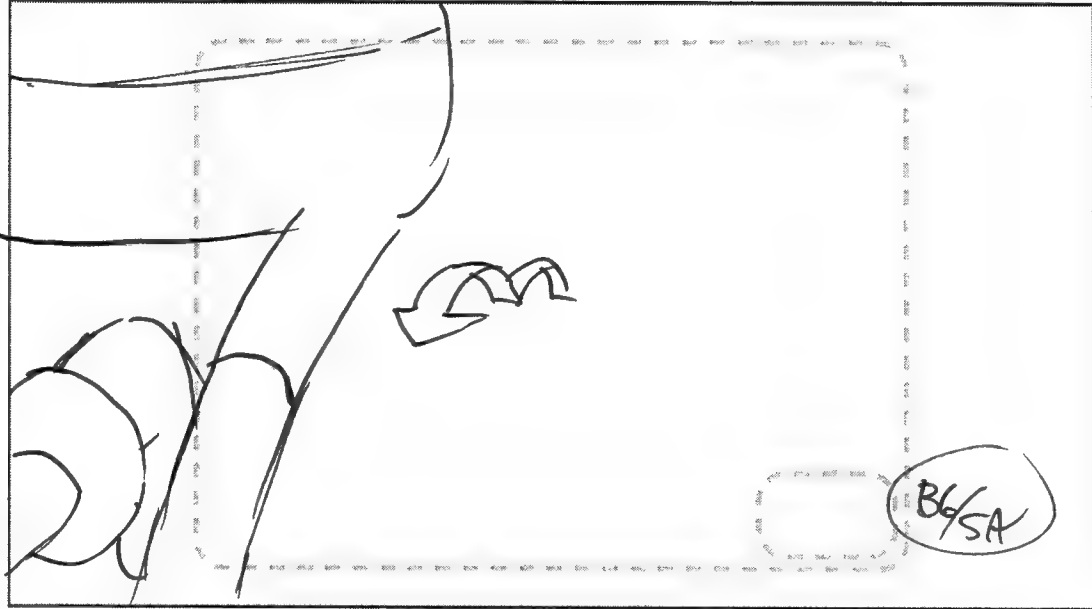


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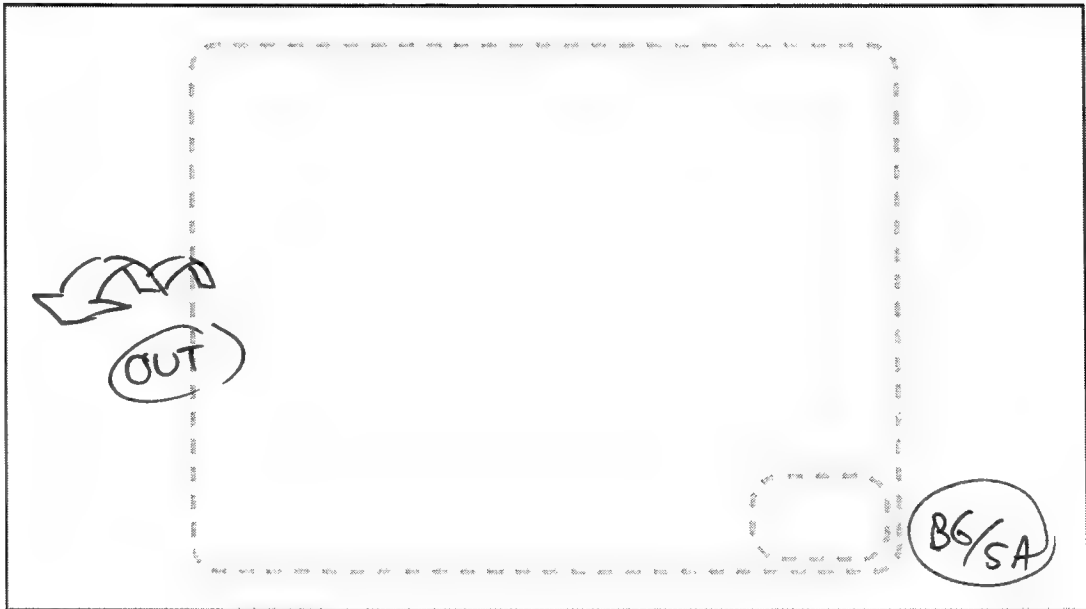
ADVENTURE TIME



Sc. 31 Pnl. D Bg. day night



Sc. 31 Pnl. E Bg. day night



Dialog:

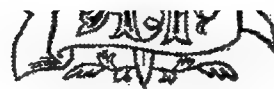
Action: -F RUNS OFF/S.

Timing:

EPISODE #

Production :

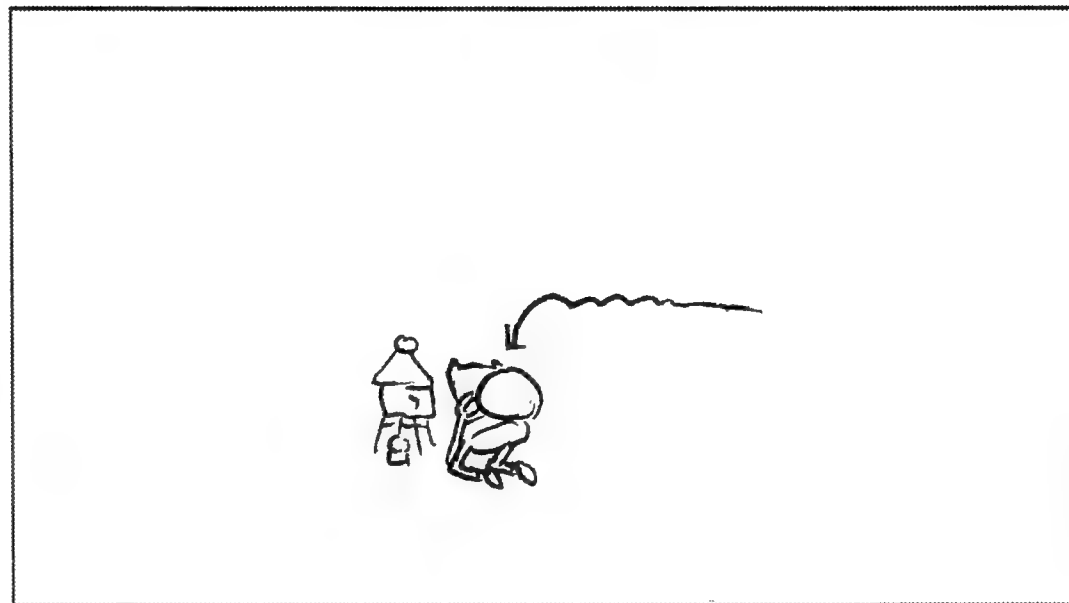
1025-183



Sc. 32 Pnl. A Bg. day night



Sc. 32 Pnl. B Bg. day night



Dialog:

(F) \* huff puff \*

(F) \* catches breath \*

Action:

- Finn runs in to the village and kneels exhausted before the water tower.

Timing:

EPISODE #

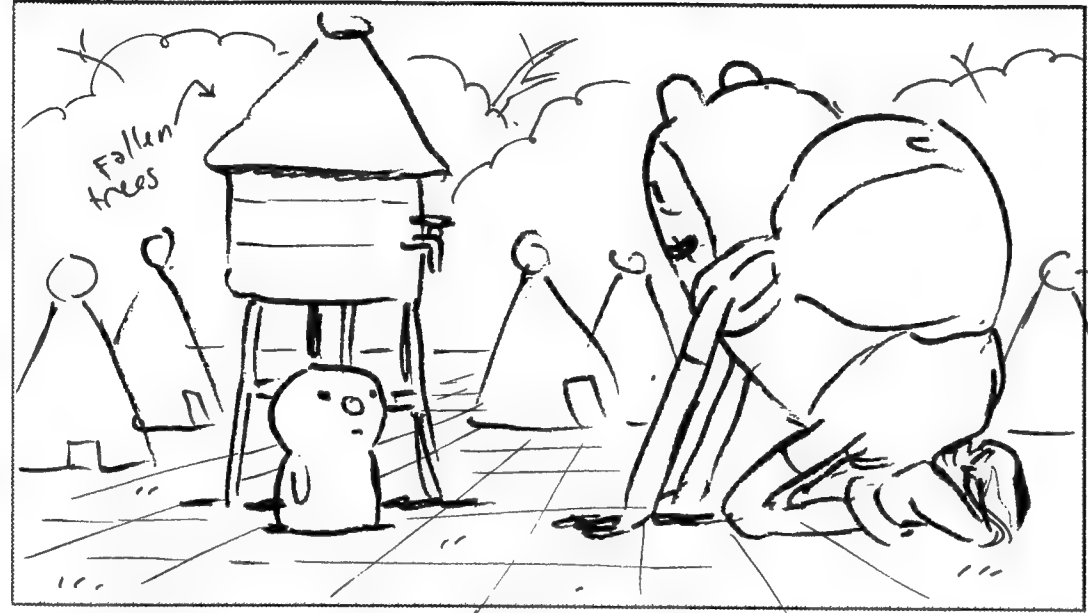
1025-183

Production :

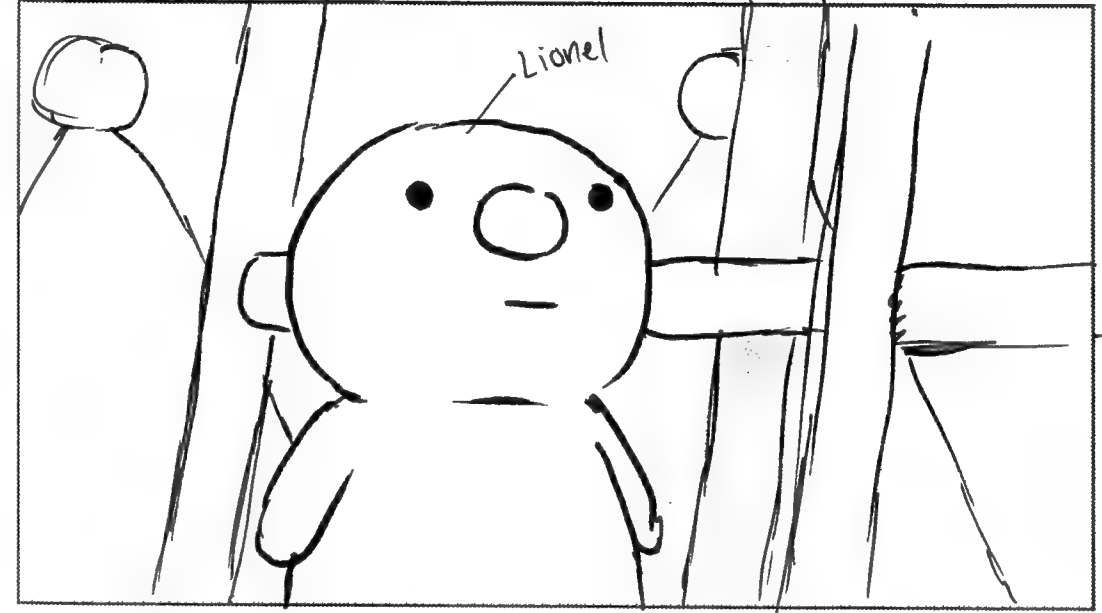
# ADVENTURE TIME



Sc. 33 Pnl. A Bg. day night



Sc. 34 Pnl. A Bg. day night



Dialog:	(F.) excuse me sir, but - could I have some water -	(F) (OS) → I've been sleepwalking for days.	TRACK TYPE
Action:			
Timing:			

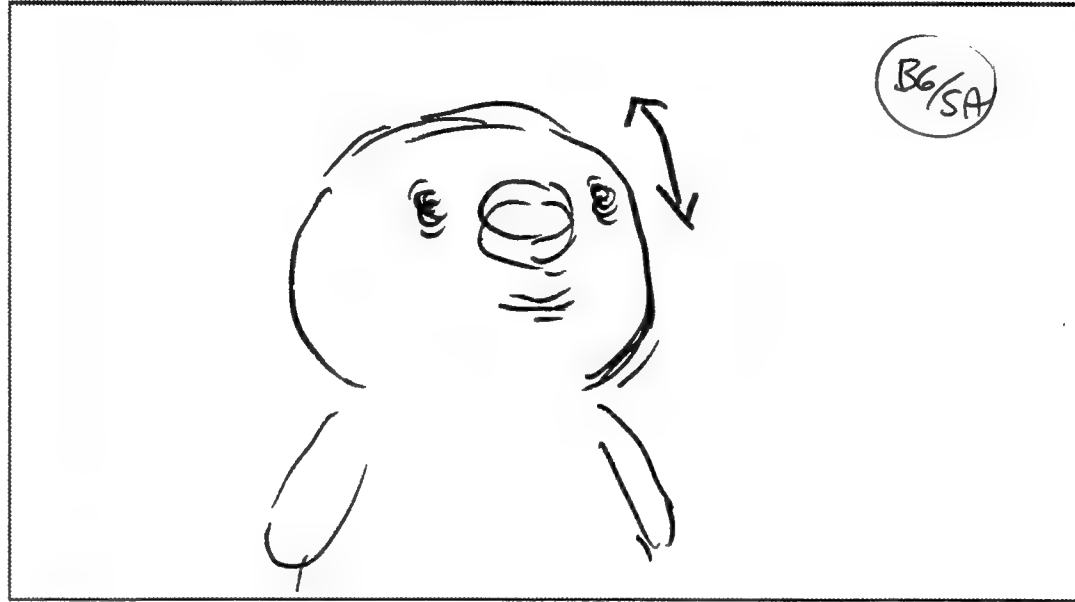
EPISODE #

1025-183

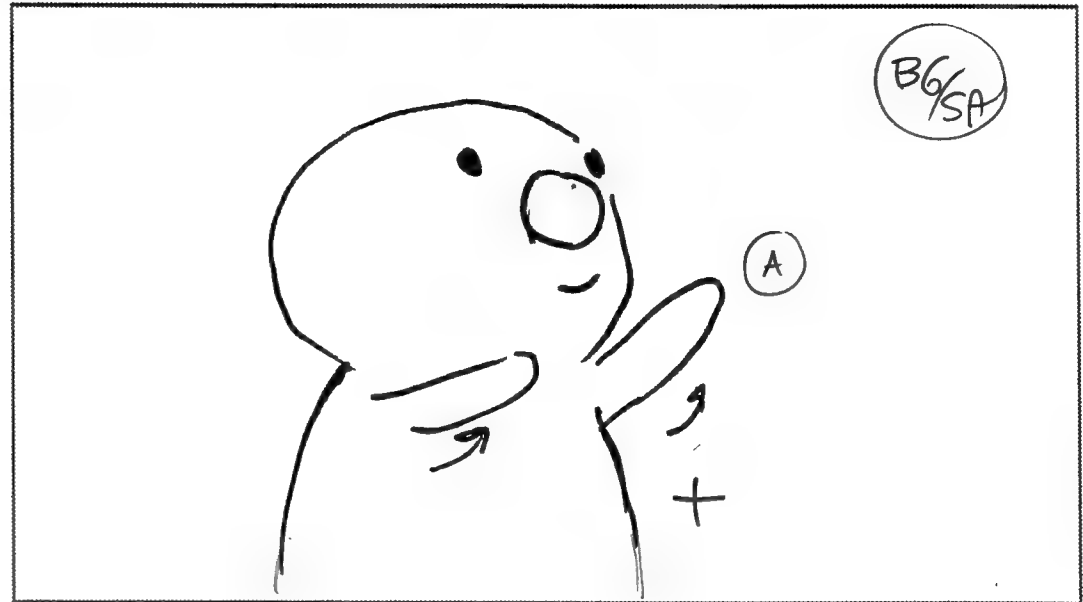
Production :



Sc. 34 Pnl. B Bg. day night



Sc. 34 Pnl. C Bg. day night



Dialog:

Action: Lionel nods excitedly

Lionel gestures towards the water tower twice (A)(B)(A)

Timing:



EPISODE #

Production :

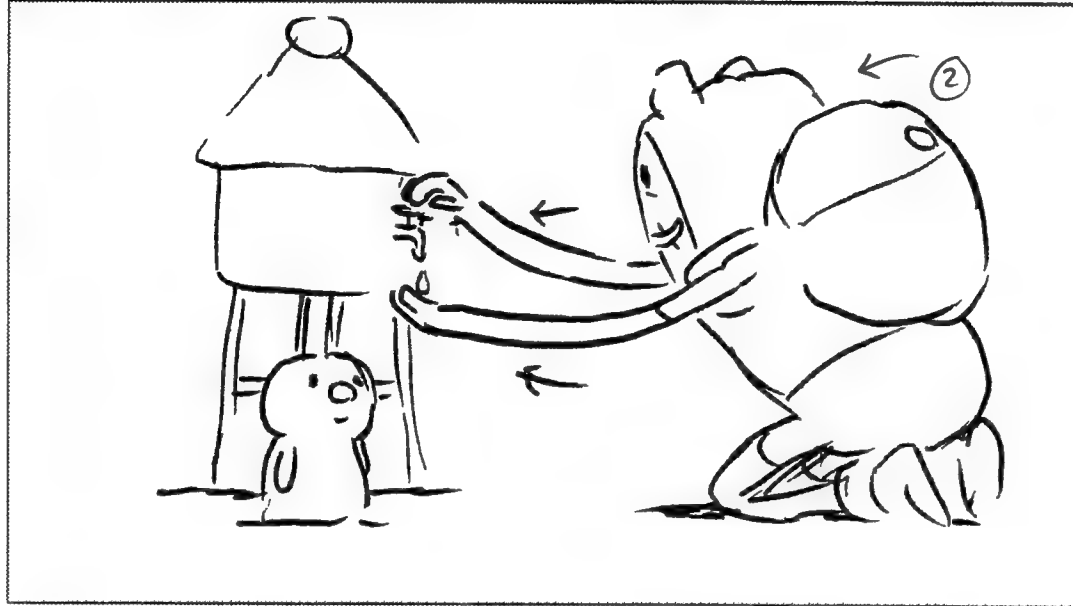
1025-183

# ADVENTURE TIME

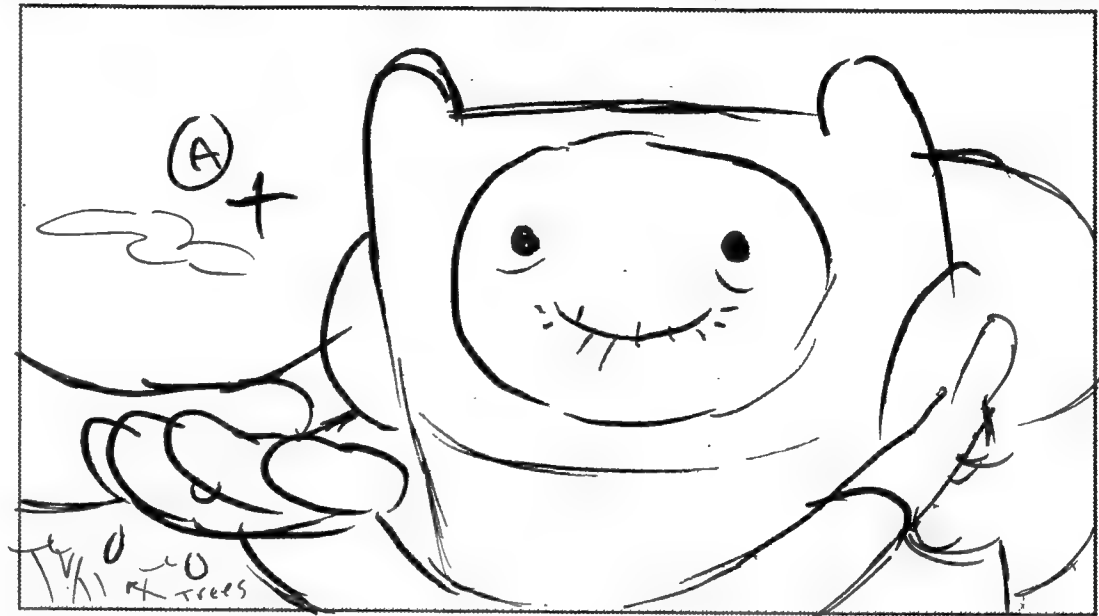


Page 37

Sc. 35 Pnl. A Bg. day night



Sc. 36 Pnl. A Bg. day night



Dialog:

(F) haha - awesome.



(A) B (A) B ?  
Finn does it twice?

Finn drinks water  
like Cookie Monster  
eats cookies.

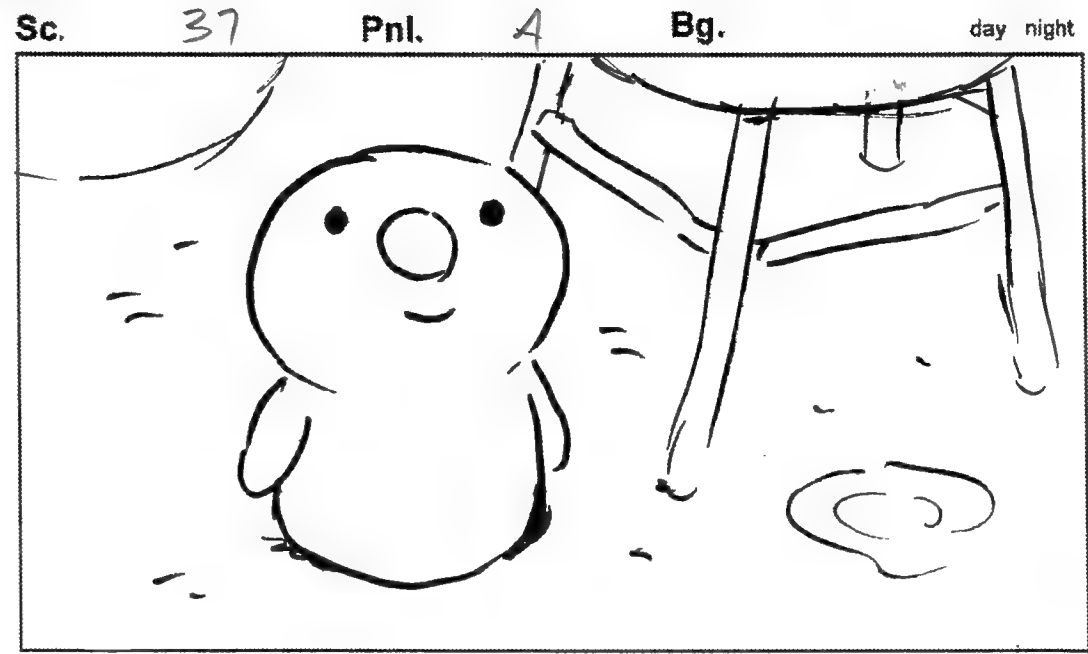
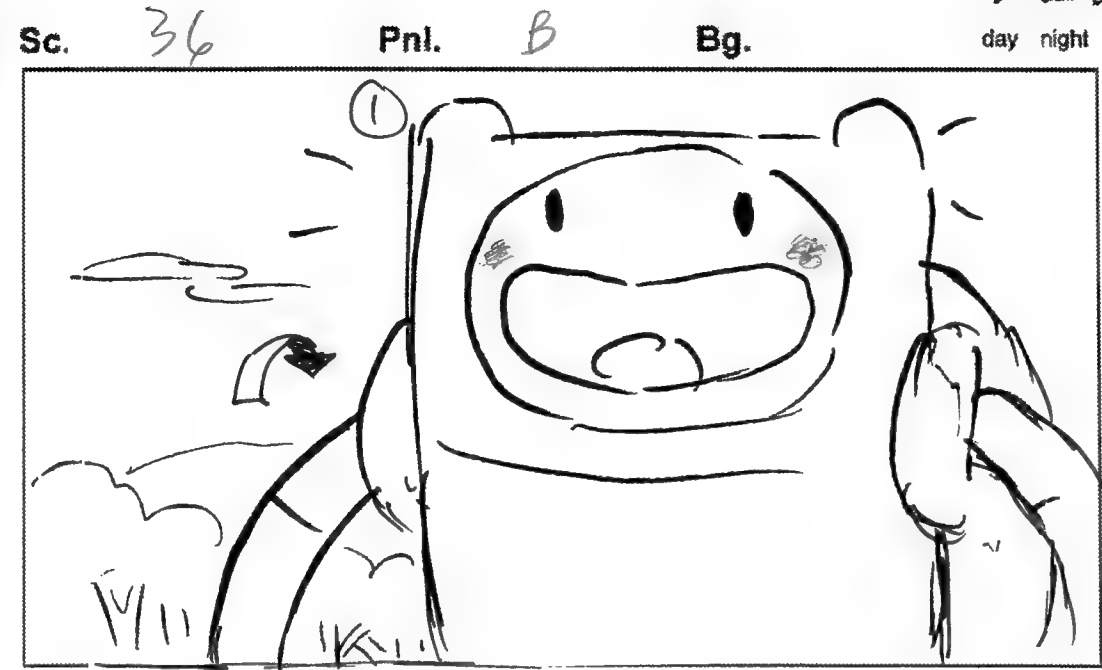
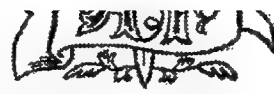
(F) margleblahblarglebloh!



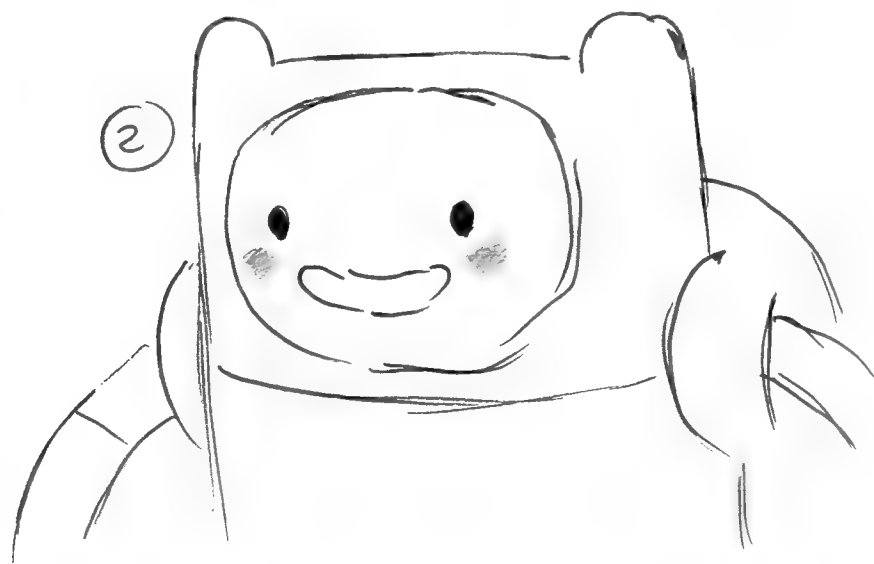
EPISODE #

1025-183

Production :



Dialog:	<p>(F) Haha! Heck yeah! (2) Thanks little friend!</p> <p>- BEAT -</p>	
Action	<hr/> <hr/> <hr/>	
Timin	<hr/> <hr/> <hr/>	



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EPISODE # **1025-183**  
  
 Production :

# ADVENTURE TIME



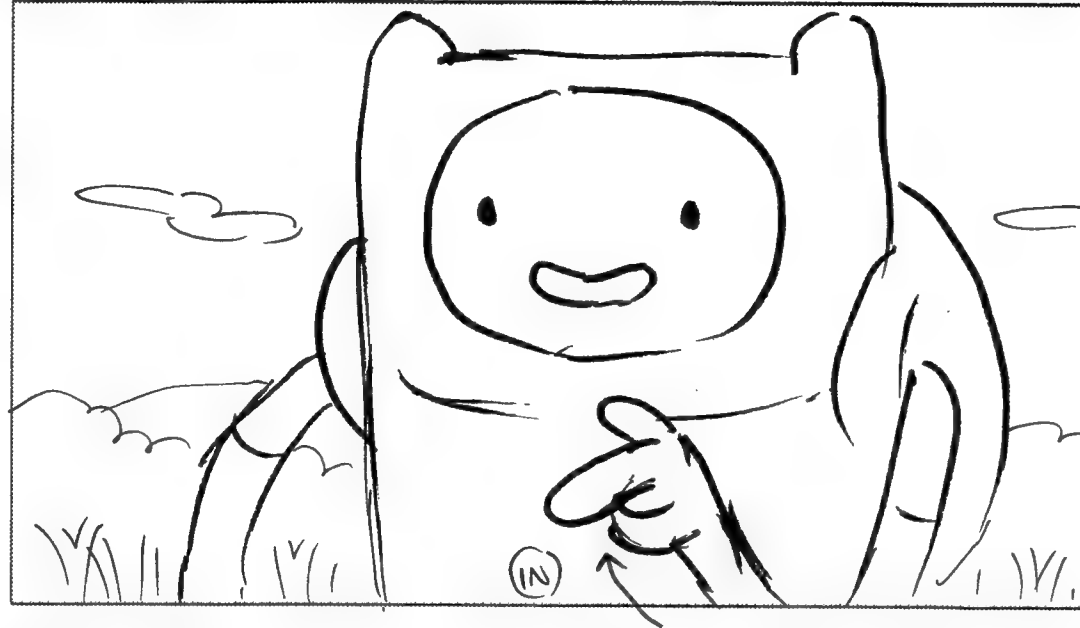
Page 41

Sc. 38

Pnl. A

Bg.

day night

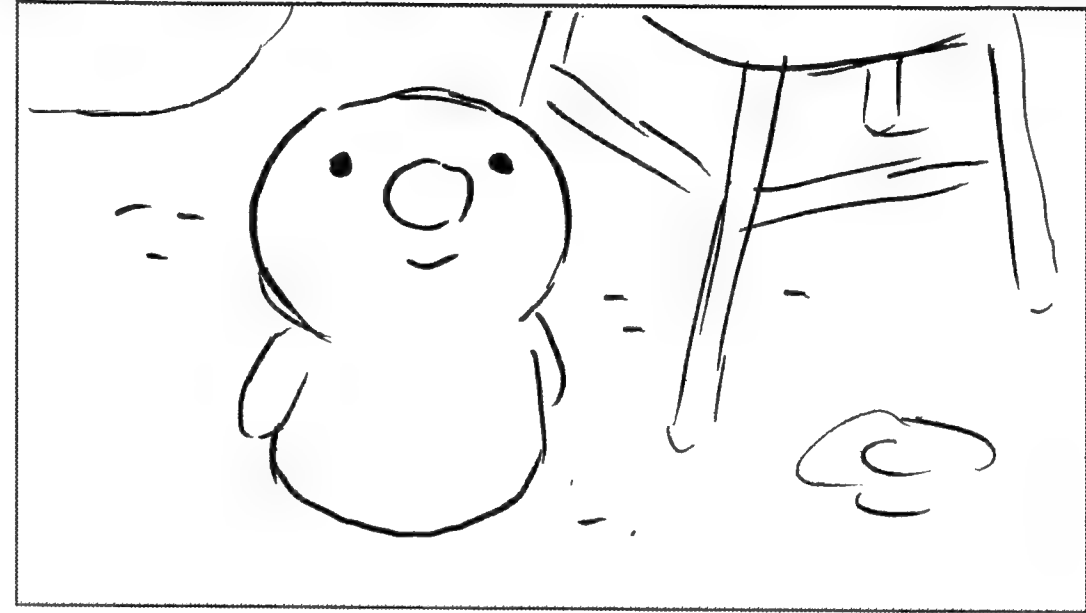


Sc. 39

Pnl. A

Bg.

day night



Dialog:

(F:) You just totally saved my life. No pun intended.

Action:

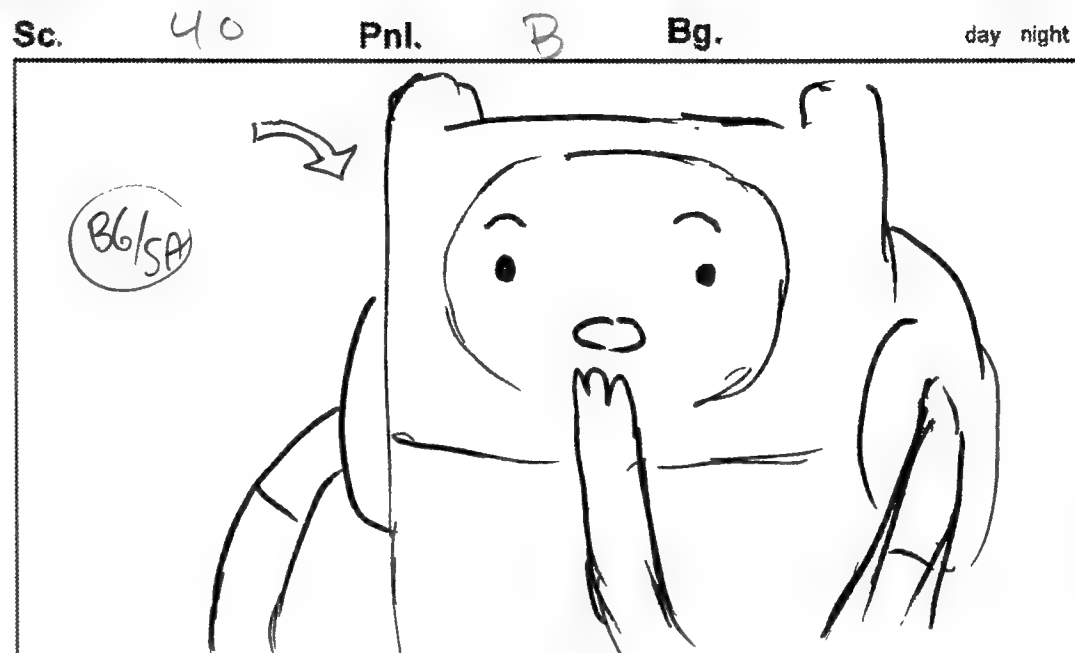
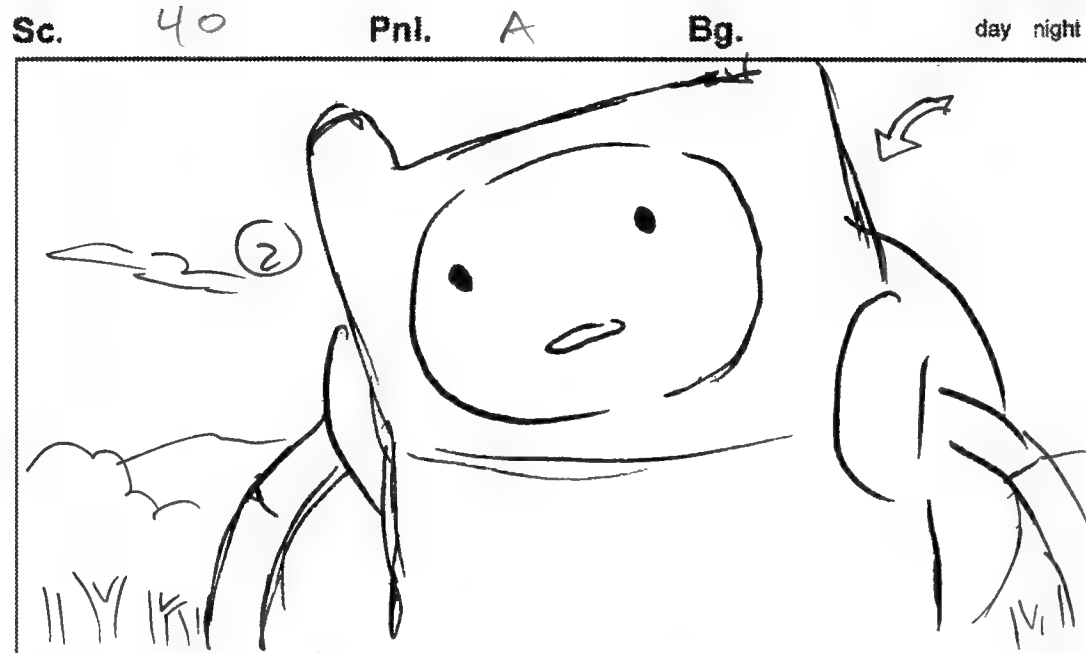
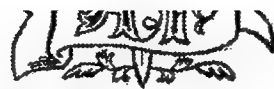
Timing:

- BEAT -

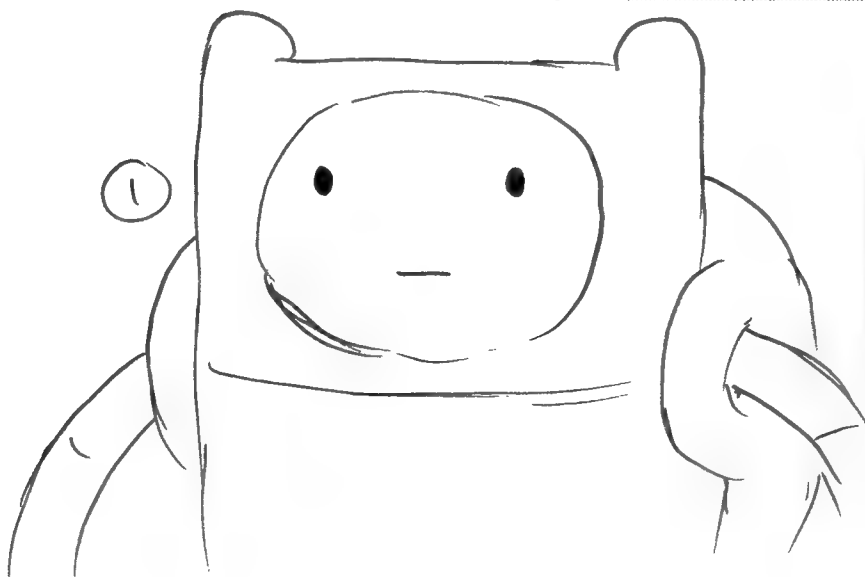
EPISODE #

Production :

1025-183



Dialog:	(F) Whassamatter? Can't talk?	(F:) Oh - or are you guys Comet boyz -
Action:		
Timing:	(1)	



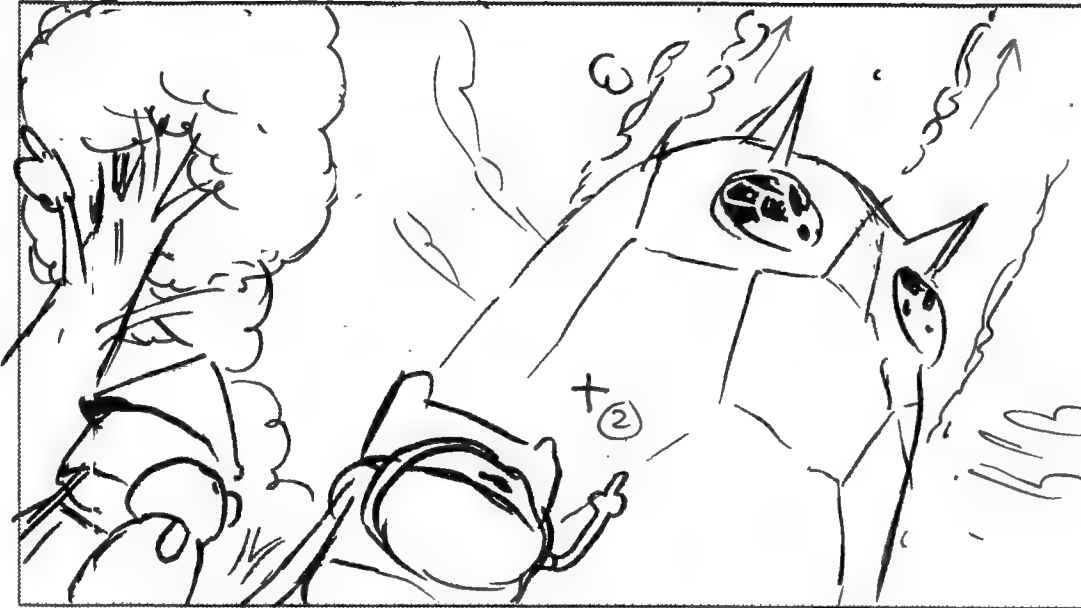


# ADVENTURE TIME



Page 53

Sc. 41 Pnl. A Bg. day night



Sc. 42 Pnl. A Bg. day night



Dialog:

(F:) from up in there?

Action:

Timing:



(F)(OS) Lissen I'm no expert, but I think y'all are gonna need a lot more corn.

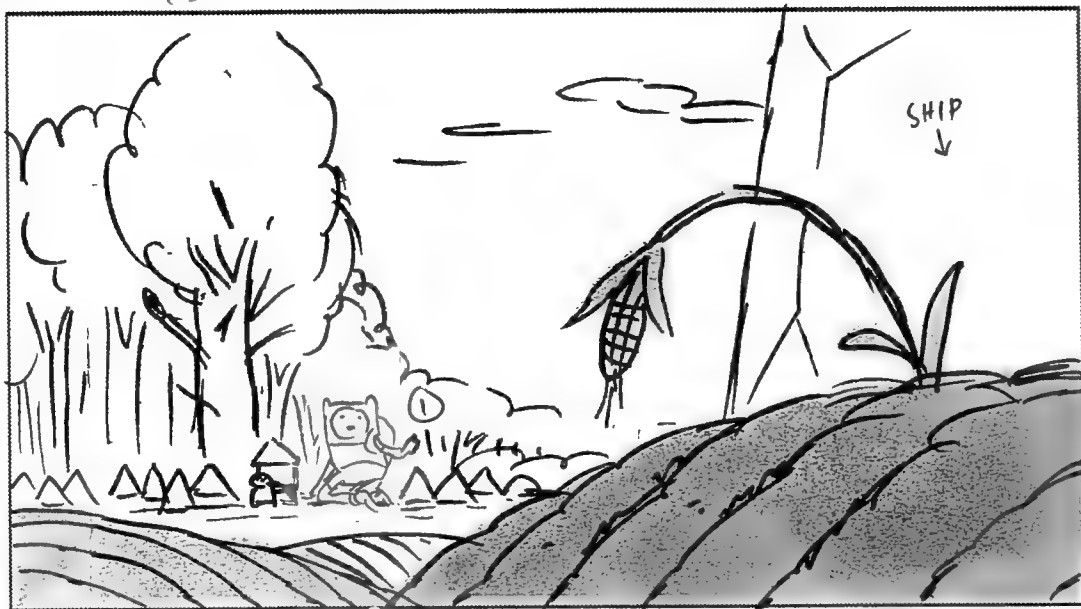
EPISODE #

Production :

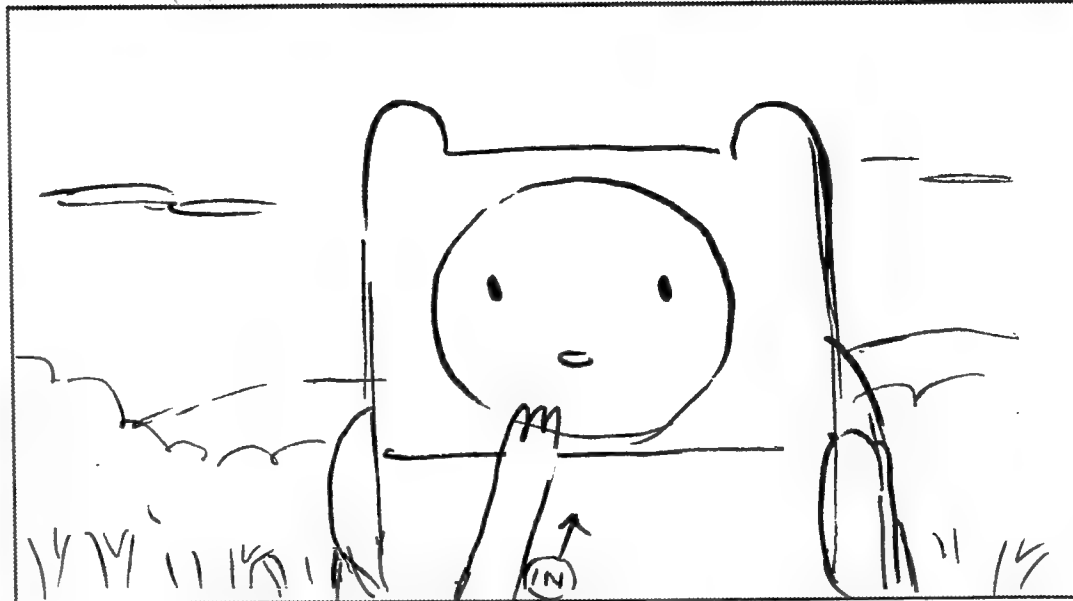
1025-183



Sc. 43 Pnl. A Bg. day night



Sc. 44 Pnl. A Bg. day night



Dialog:

(F) → and it's supposed to stand straight up-like.

Action:

Timing:



(F) or, maybe-cornet boyz only need, just like, a little bit of limp corn?

EPISODE #

Production :

1025-183

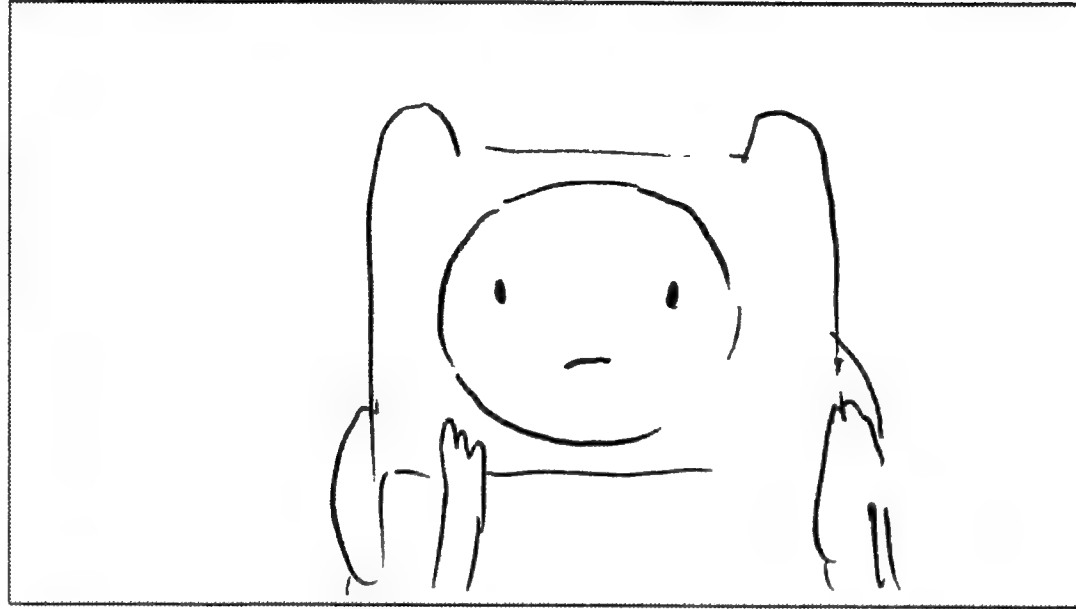
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# ADVENTURE TIME

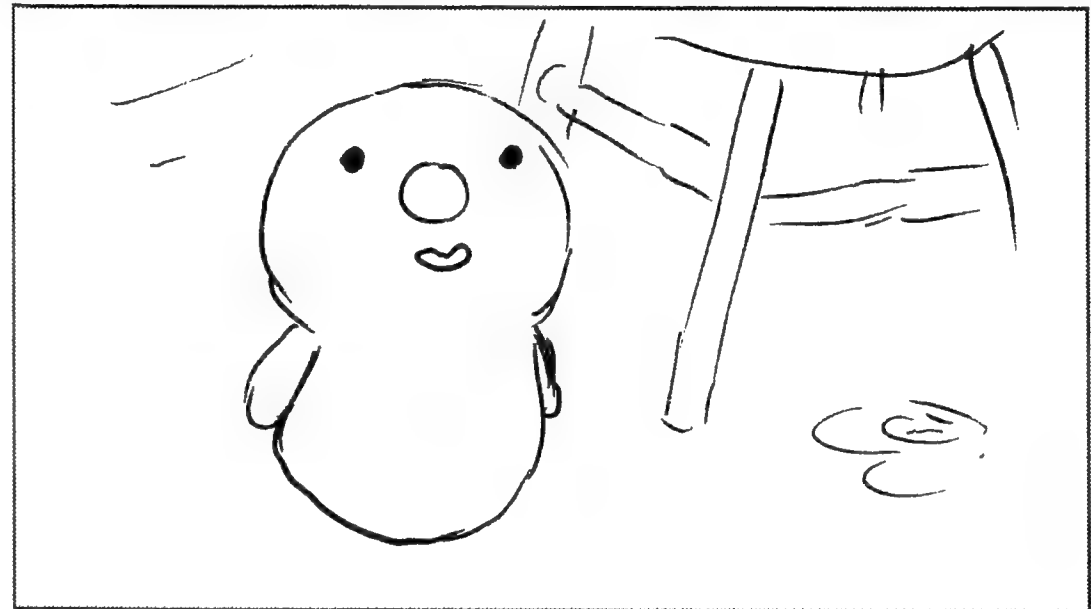


Page 45

Sc. 44 Pnl. B Bg. day night



Sc. 45 Pnl. A Bg. day night



Dialog:

LIONEL ROS: No,  
I'm a regular  
guy.

Action:

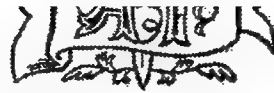
Timing:

LIONEL → I'm just not  
supposed to talk  
to strangers.

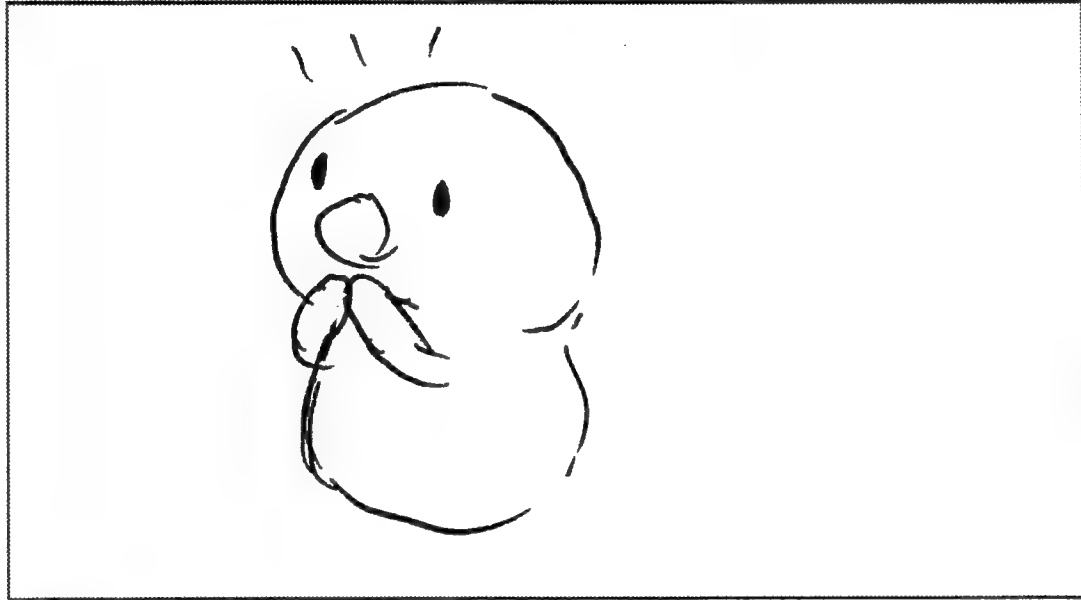
EPISODE #

Production :

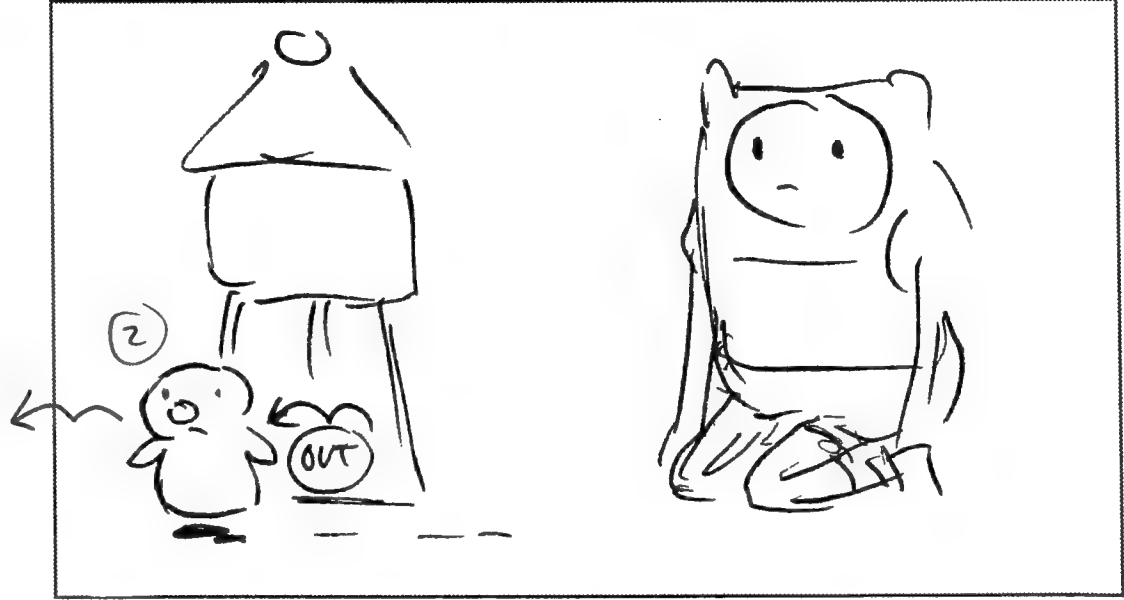
1025-183



Sc. 45 Pnl. B Bg. day night



Sc. 46 Pnl. A Bg. day night



Dialog:

(MOM) (GS): Lionel  
what I tell you  
about talking to  
strangers!?!  
of gnikle + thoge

(MOM) → you get your  
butt inside this  
instant!

Action:

Timing:

Lionel walks  
by bouncing.



EPISODE #

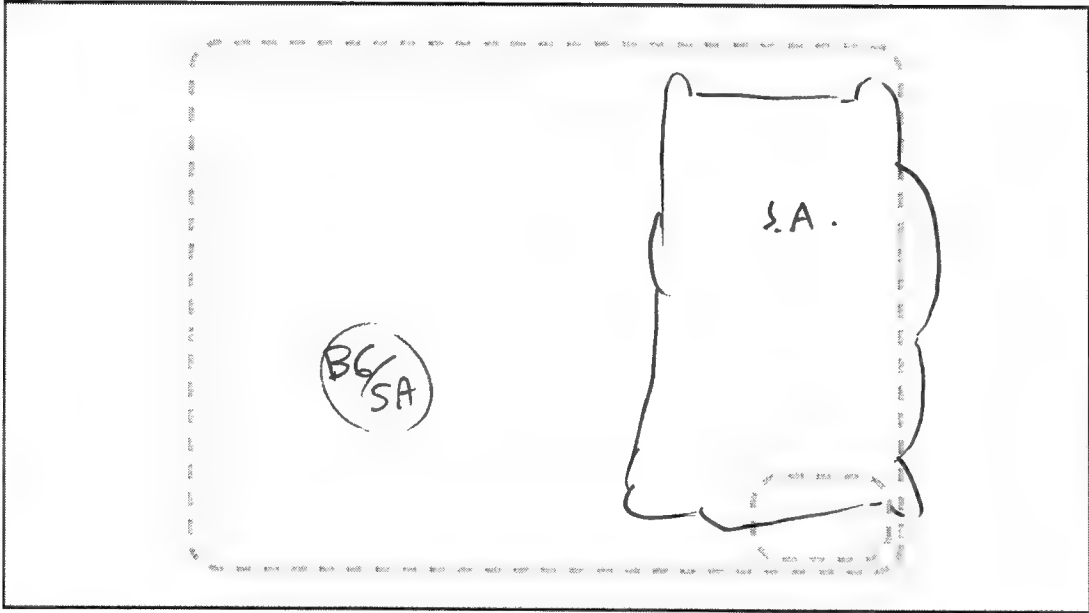
1025-183

Production :

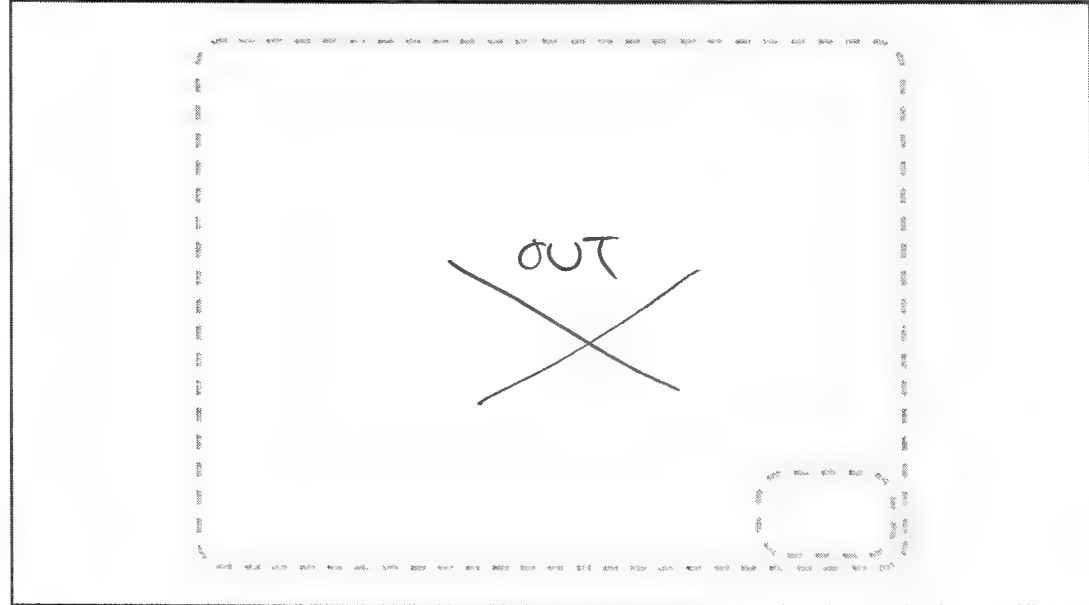
ADVENTURE TIME



Sc. 46 Pnl. B Bg. day night



Sc. Pnl. Bg. day night



Dialog:  
- BEAT -

Action:

Timing:

EPISODE #

Production :

1025-183

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ADVENTURE TIME



Sc. 46 Pnl. C Bg. day night

Sc. 47 Pnl. A Bg. day night

Dialog: (DAD) (OS) (MEGAPHONE) (Tree Spirit voice) (F:) (to self) what the...?

Action: HUMAN BOY \* feedback squeal crackle \*

Timing:

Production :

1025-183



Sc. 47 Pnl. B Bg. day night



Sc. 48 Pnl. A Bg. day night



Dialog:  
(DAD) → THE TREE SPIRIT  
DOES NOT PERMIT  
FREELoadERS!

Action:

Timing:

(DAD) (OS) → EITHER HELP FETCH  
THE ESCAPE POD ENGINE  
OR KINDLY MOVE  
ALONG!

EPISODE #

1025-183

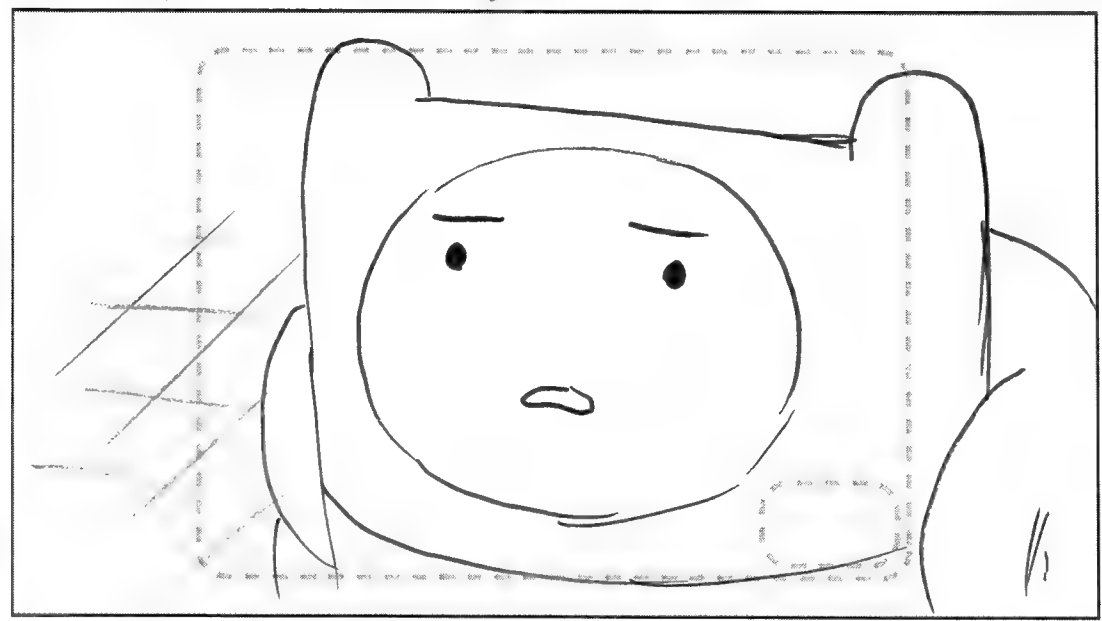
Production :



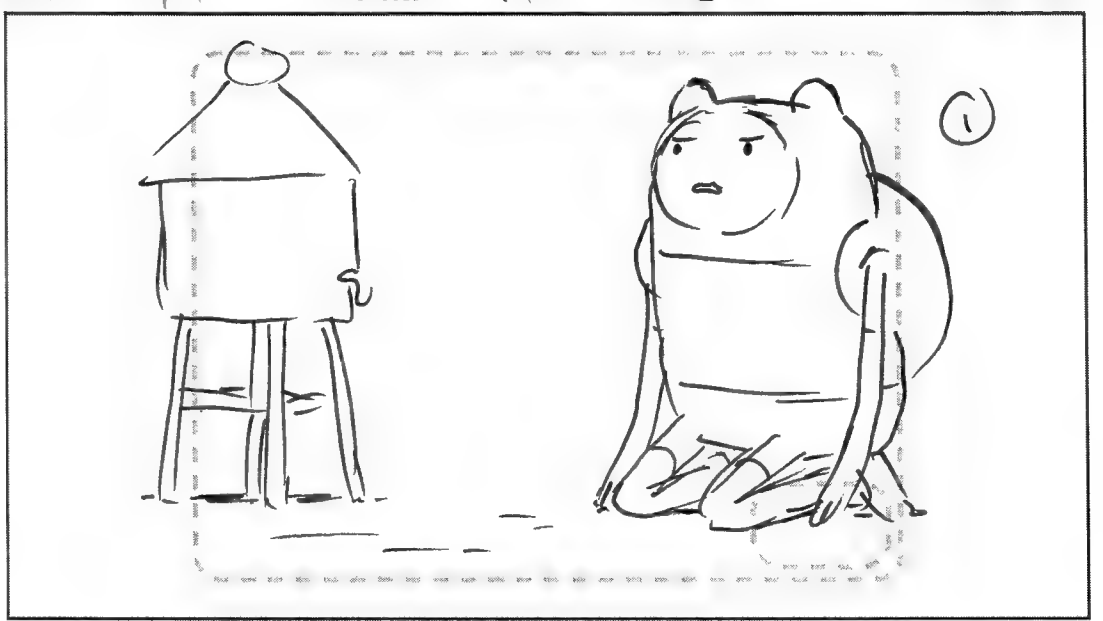
ADVENTURE TIME



Sc. 48 Pnl. B Bg. day night



Sc. 49 Pnl. A Bg. day night



Dialog:	FINN (TO SELF:) Dad? ...
Action:	
Timing:	

EPISODE #

Production :

1025-183

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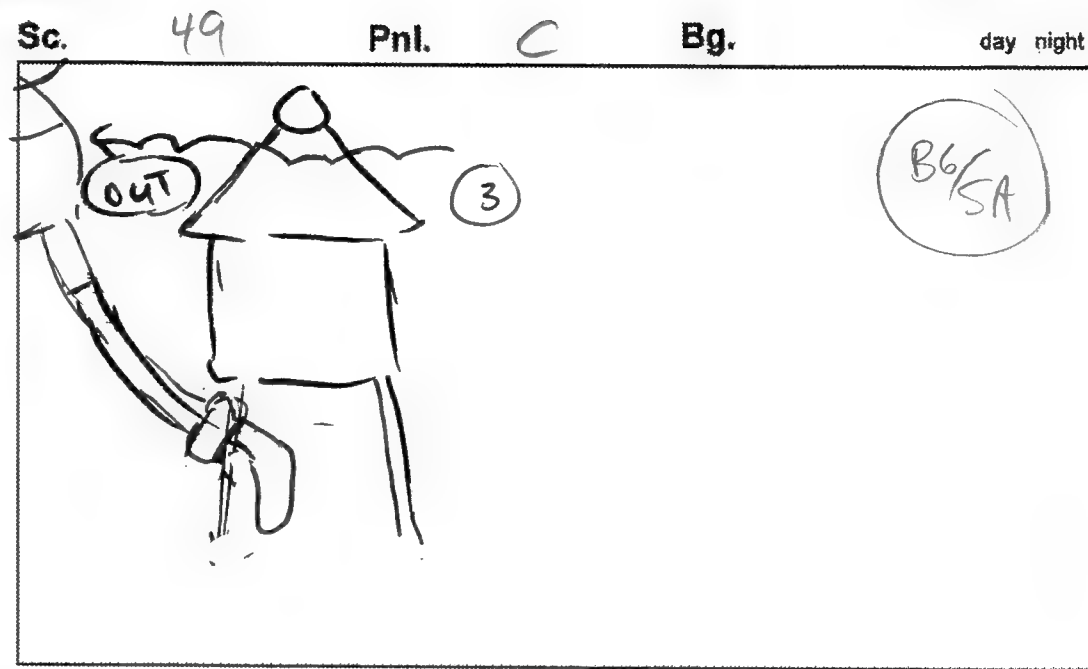
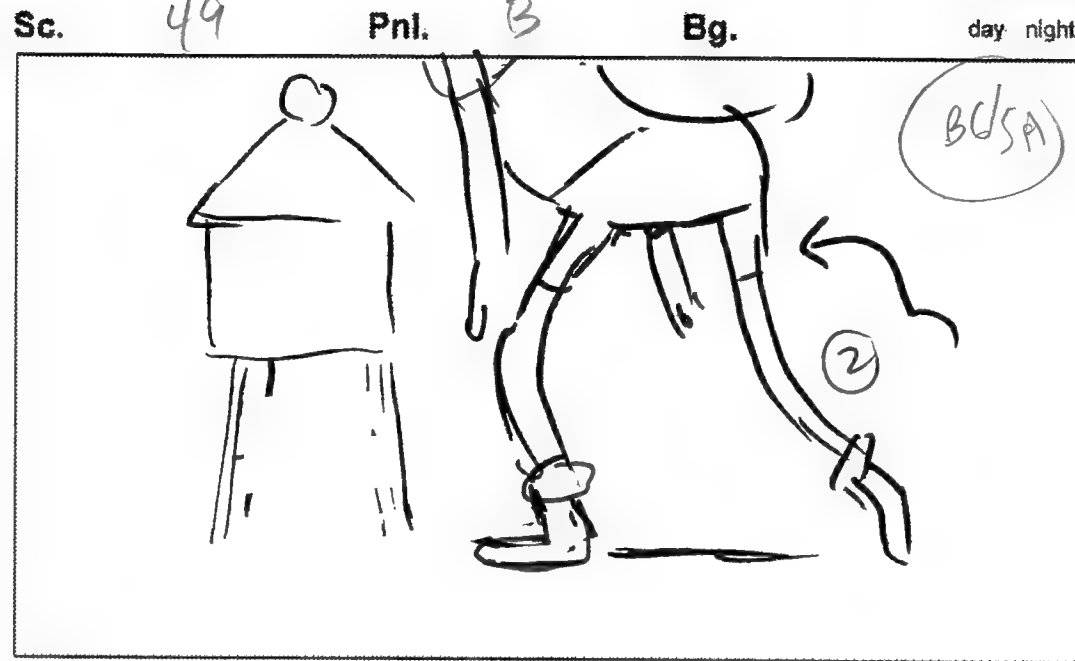


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# ADVENTURE TIME



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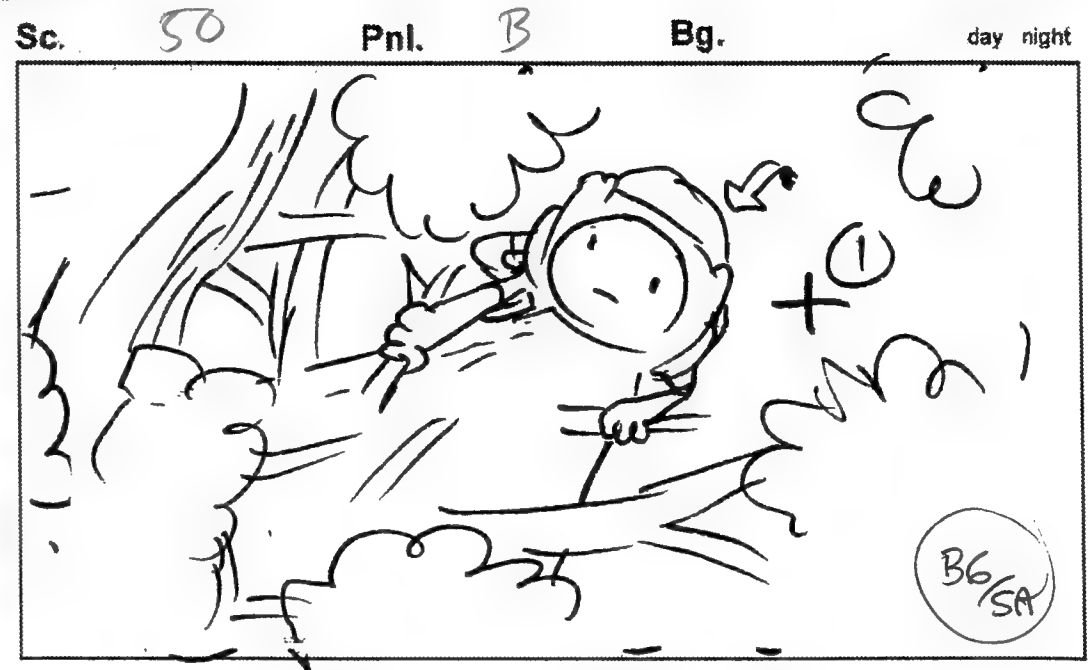
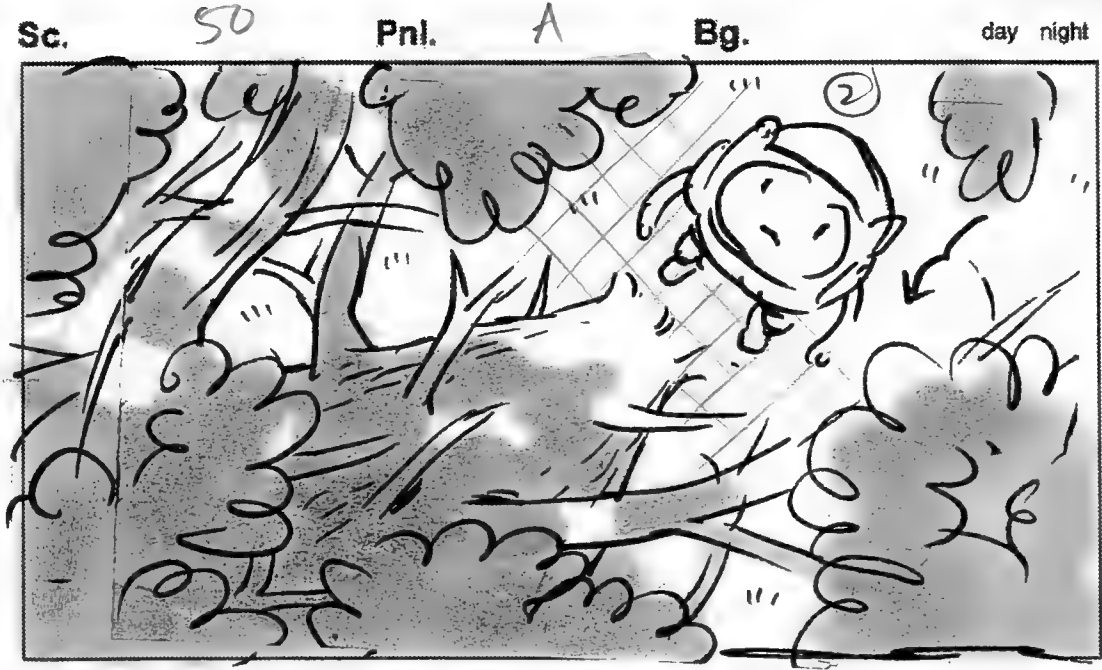


Dialog:	<p>(DAD) (OS.): wait - wait - what are you doing? →</p>
Action:	<p>- Finn walks toward tree.</p>
Timing:	

EPISODE #

Production :

1025-185



Dialog: DAD GS → Don't come over Here...

(slipping out of tree voice?)

Action: Finn pauses for a beat on pose ②

Timing:

\_\_\_\_\_ - Finn climbs tree

\_\_\_\_\_



EPISODE #

1025-183

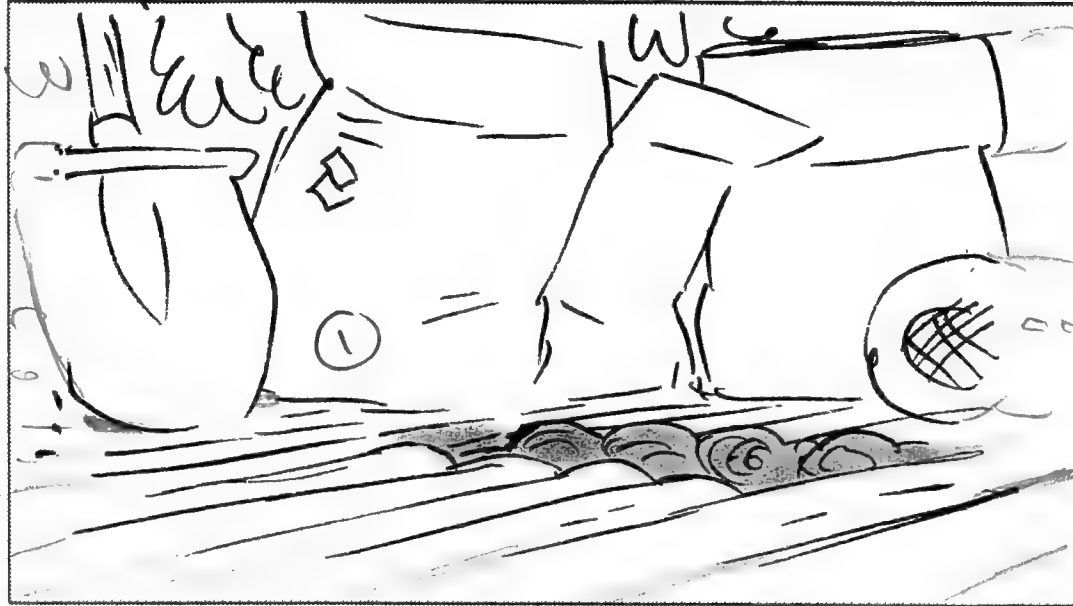
Production :

# ADVENTURE TIME



Page 53

Sc. 51 Pnl. A Bg. day night



Sc. 52 Pnl. A Bg. day night



(DAD: \* chew chew \*

-Dad chews on an egg  
-F. POKES HEAD THROUGH HOLE

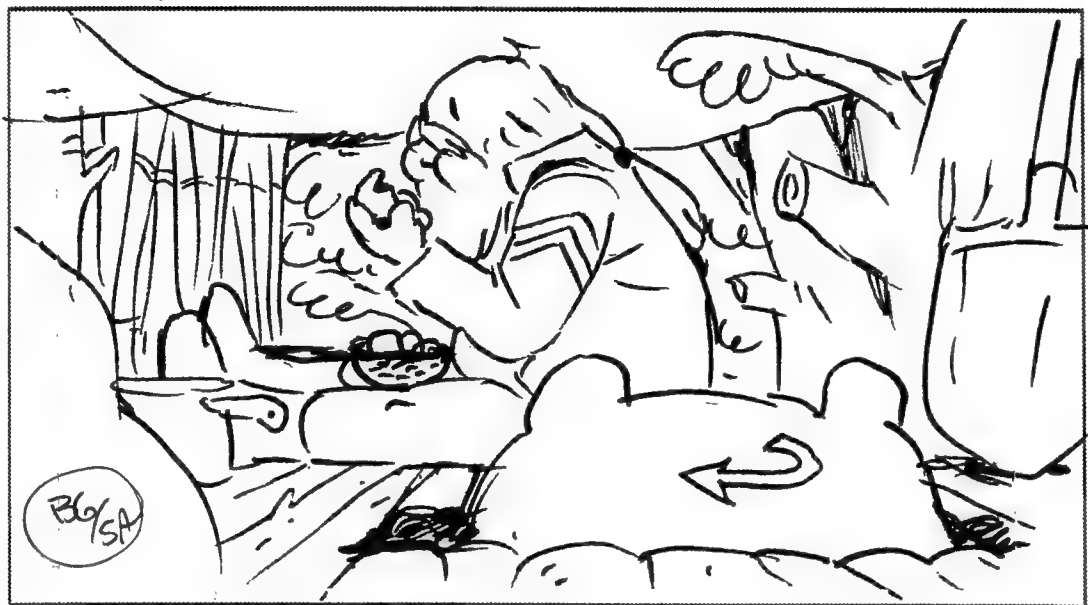
EPISODE #

1025-183

Production :



Sc. 52 Pnl. B Bg. day night



Sc. 53 Pnl. A Bg. day night



Dialog:	(DAD) *chew chew *	(DAD) *chewing *
Action:	-F. TURNS AROUND.	(FINN) (OS) dad?
Timing:		

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EPISODE #

Production :

1025-183

# ADVENTURE TIME



Page 55

Sc. 53 Pnl. B Bg. day night



Sc. 53 Pnl. C Bg. day night



Dialog:

DAD: spit take

Action:

- M. STOPS CHEWING.

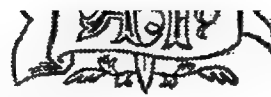
- Dad does a spit-take with feathers.

Timing:

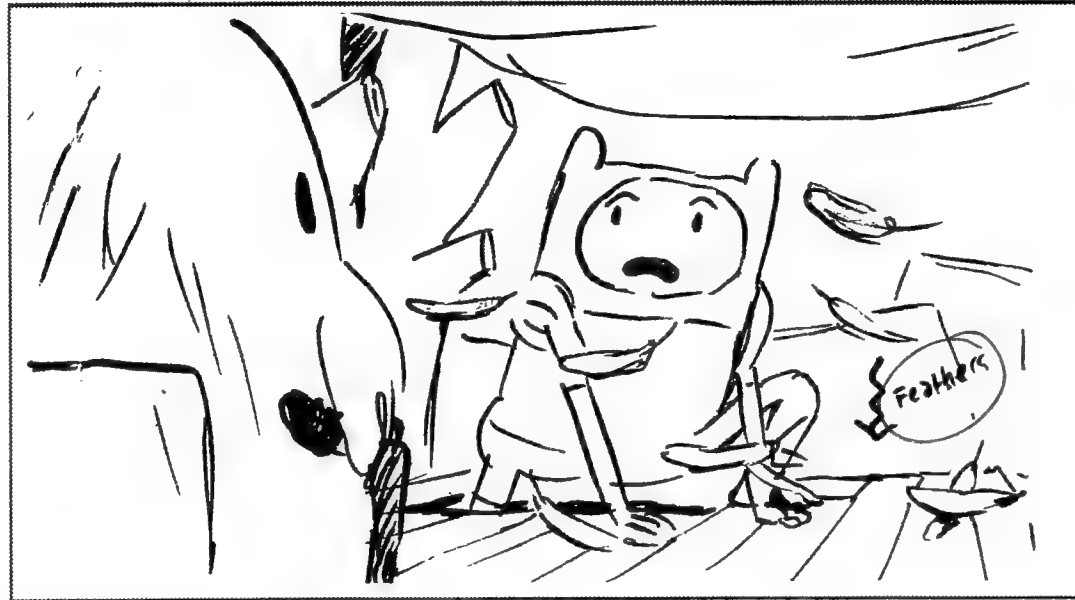
EPISODE #

Production :

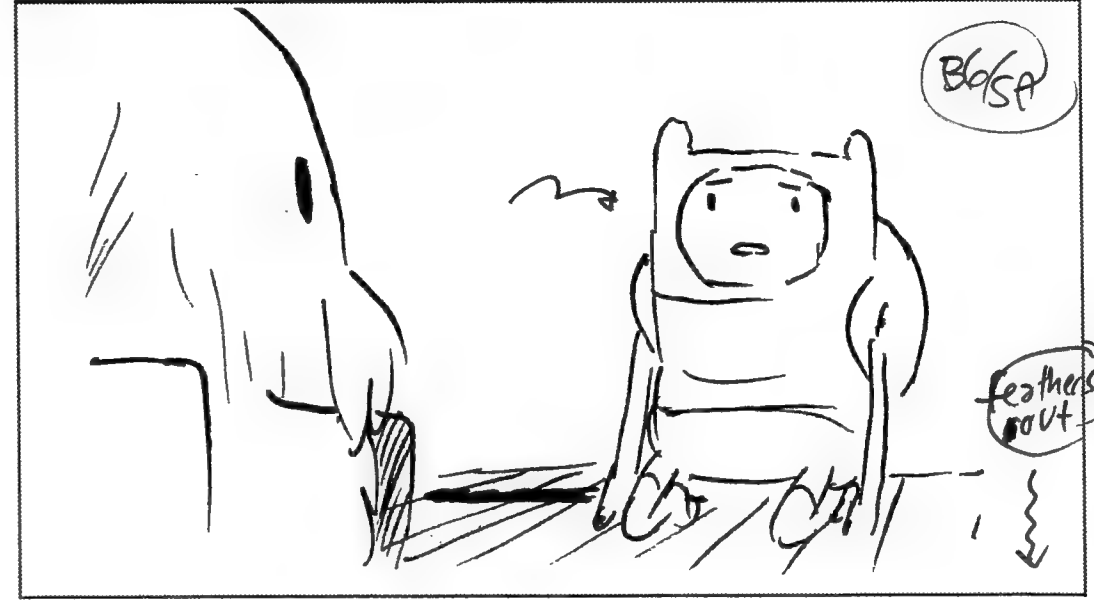
1025-183



Sc. 54 Pnl. A Bg. day night



Sc. 54 Pnl. B Bg. day night



Dialog:

(DAD) Finn! What the heck are you doing here!?

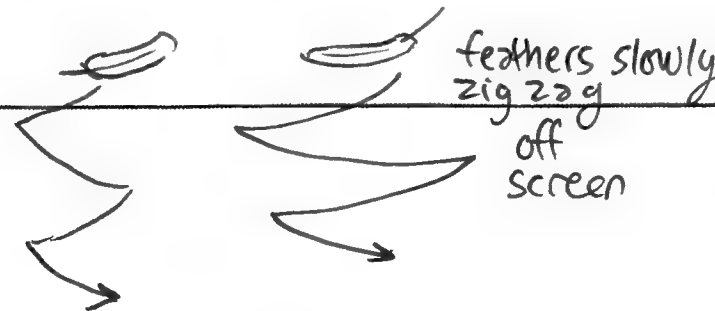
Action:

(FINN) Dad! What the heck are you doing here!?

Loose  
OVERLAP

(F:) What?...You WERE JUST YELLING AT ME.

Timing:



EPISODE #

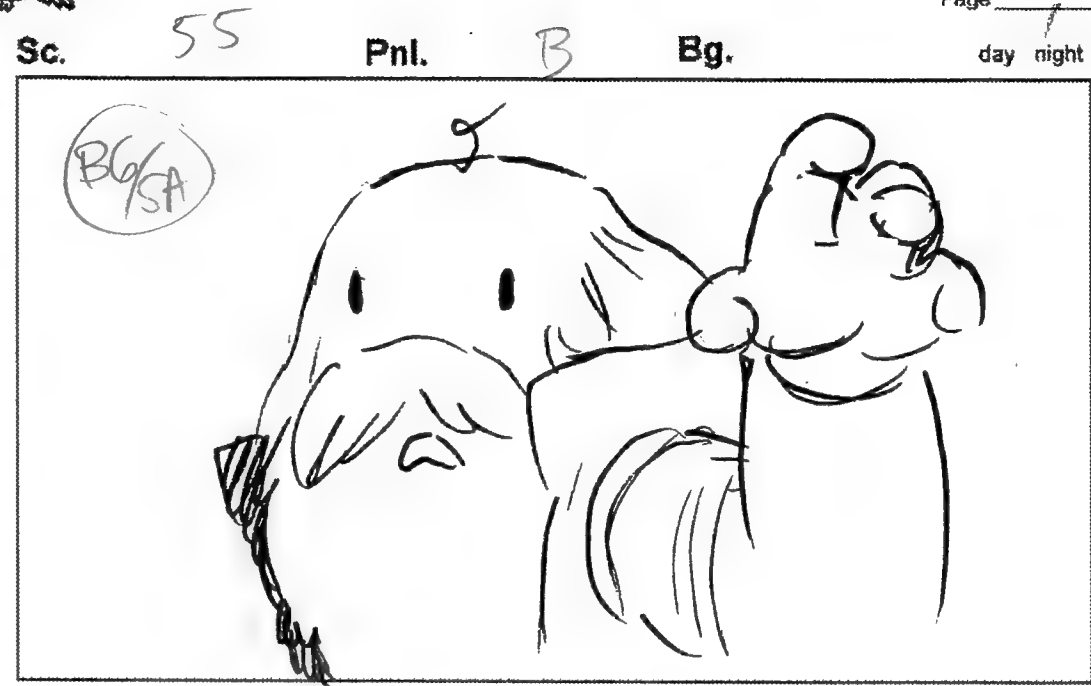
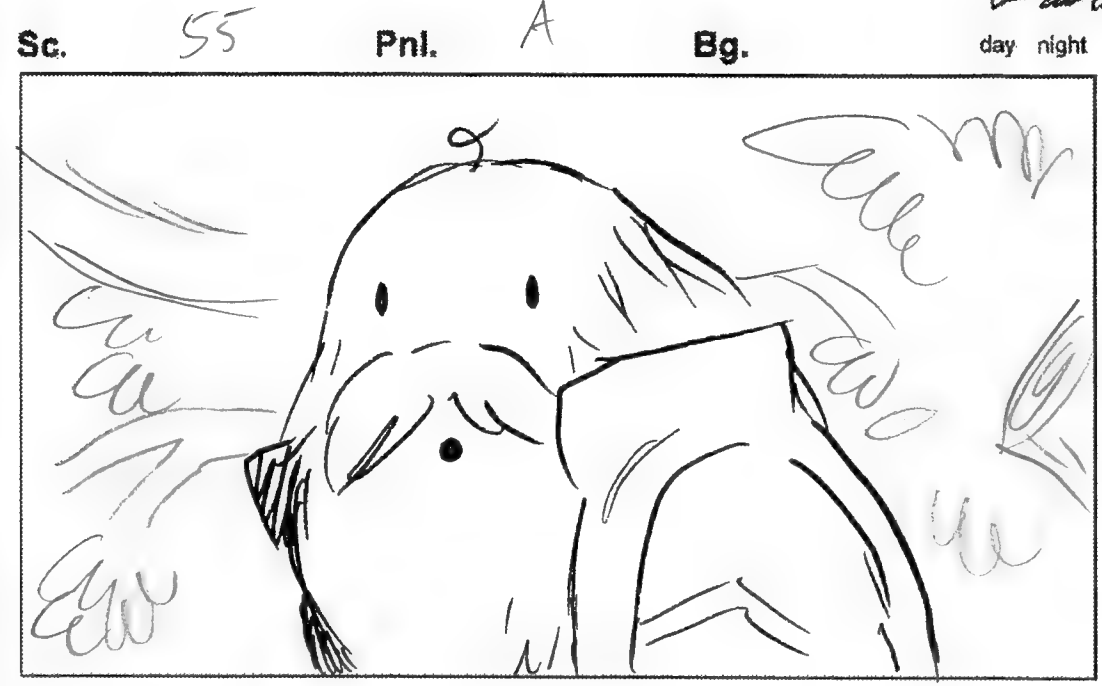
Production :

1025-183

# ADVENTURE TIME



Page 57  
day night



Dialog:	(D:) No no- that was the tree spirit. Commander of all trees, →	(D) → Bringer of hard times.
Action:		
Timing:		

EPISODE # 1025-185  
Production :

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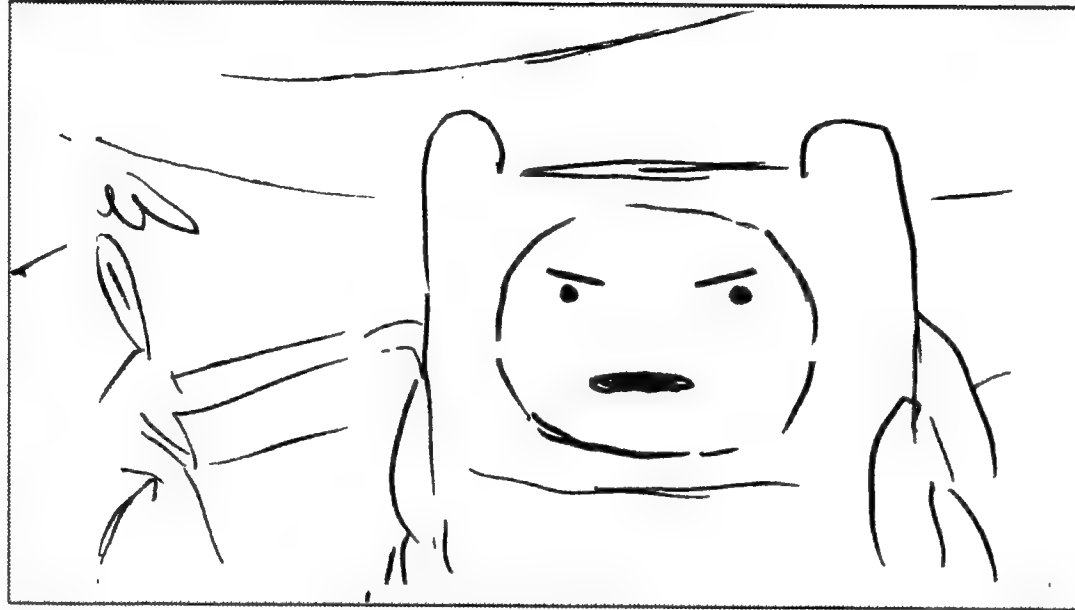
# ADVENTURE TIME



Page \_\_\_\_\_

58

Sc. 56 Pnl. A Bg. day night



Sc. 57 Pnl. A Bg. day night



Dialog:

(F:) Dad.

Action:

Timing:

(D) <sup>1</sup>Hehheh - not falling it for it, eh? -  
 (2) well it was worth a try -



EPISODE #

Production :

1025-183

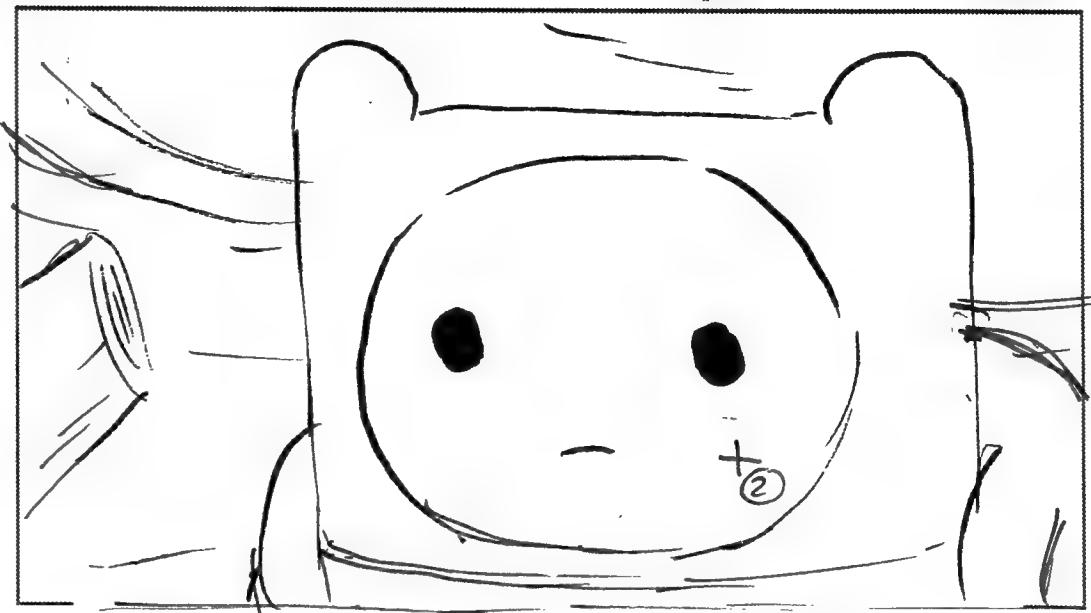




Sc. 58 Pnl. A Bg. day night



Sc. 59 Pnl. A Bg. day night



Dialog:

Action:

Timing:

DAD OS those  
little guys  
down there'll  
do anything for  
the tree spirit -



D OS I've got 'em  
fetchin' parts  
to fix my  
escape pod.

Eyes slowly enlarge.



EPISODE #

tion :

# ADVENTURE TIME

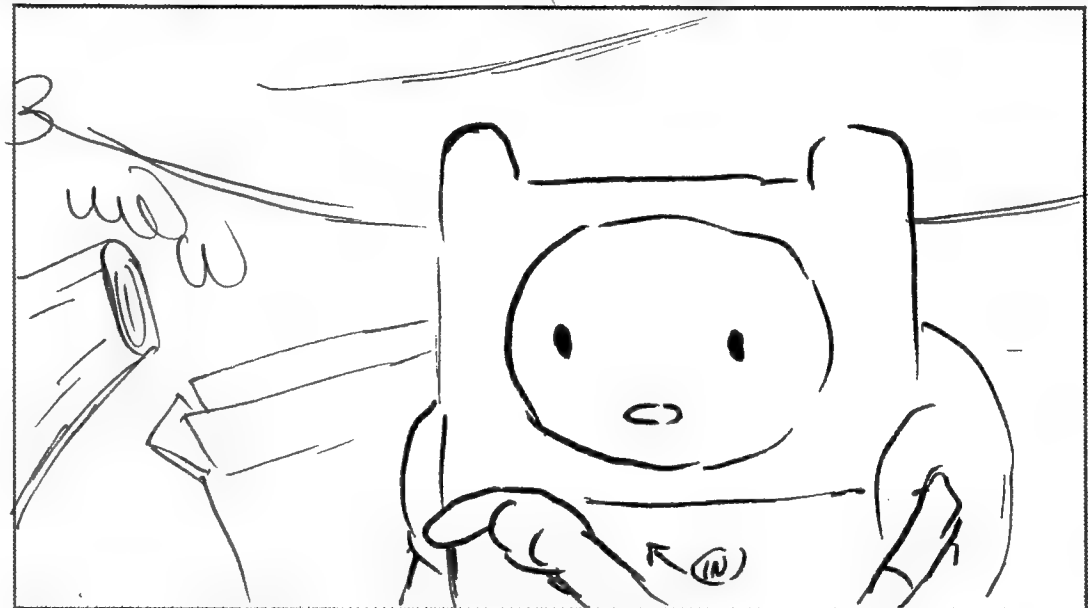


Page 60

Sc. 60 Pnl. A Bg. day night



Sc. 61 Pnl. A Bg. day night



Dialog:	<p>(P) ① → instead of planting their fields - isn't that sweet?</p>		<p>(F:) ... your arm...</p>	
Action:				
Timing:	<p>② (F:) Dad...</p>			

EPISODE #

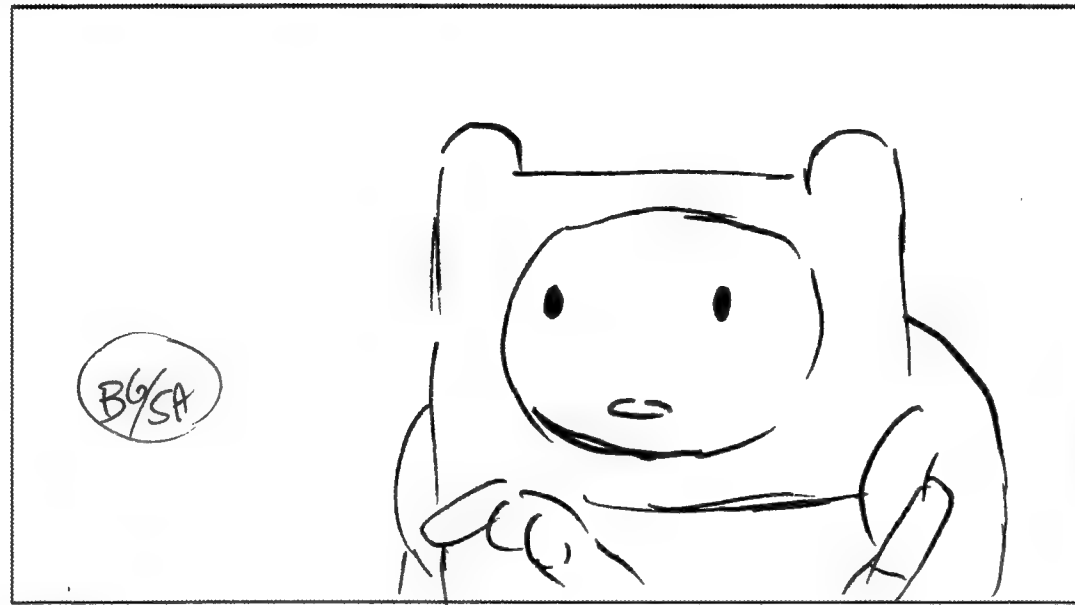
Production :

1025-183

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Sc. 61 Pnl. B Bg. day night



Sc. 62 Pnl. A Bg. day night



Dialog:

(F:) What happened?

Action:

Timing:

(L:) Oh this?  
haha, yeah.



EPISODE #

Production :

1025-183

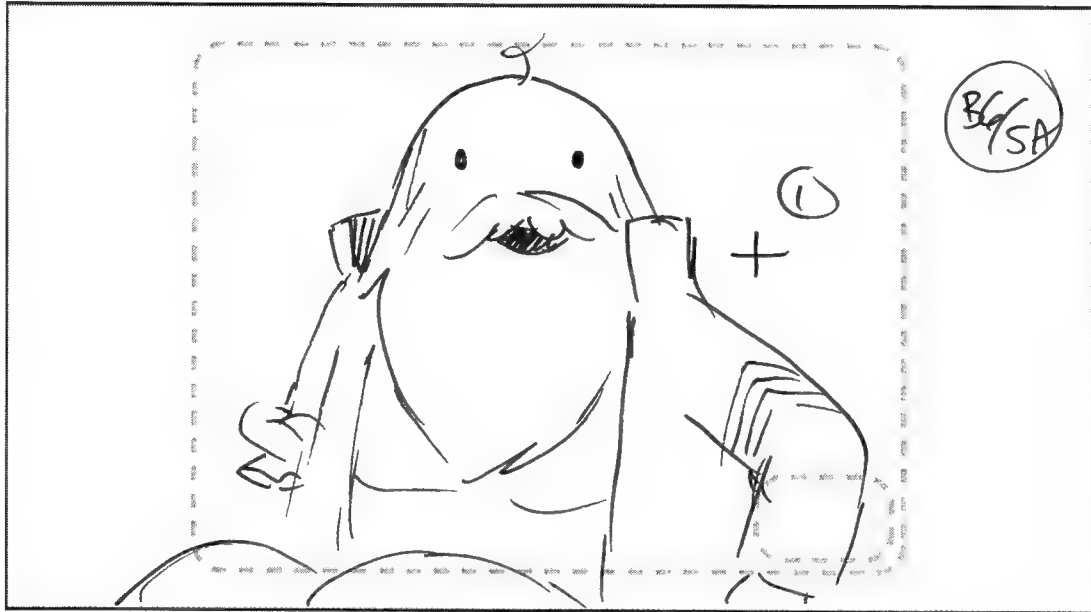
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# ADVENTURE TIME



Page 62

Sc. 62 Pnl. Bg. day night



Sc. 63 Pnl. A Bg. day night



Dialog: (D) When my ship crashed I got (2) shot (3) out the window. →

(OS) (D) → I knocked a kite out of the air, then caught my arm →

Action:

Timing:



\*NO LIP SYNC\*

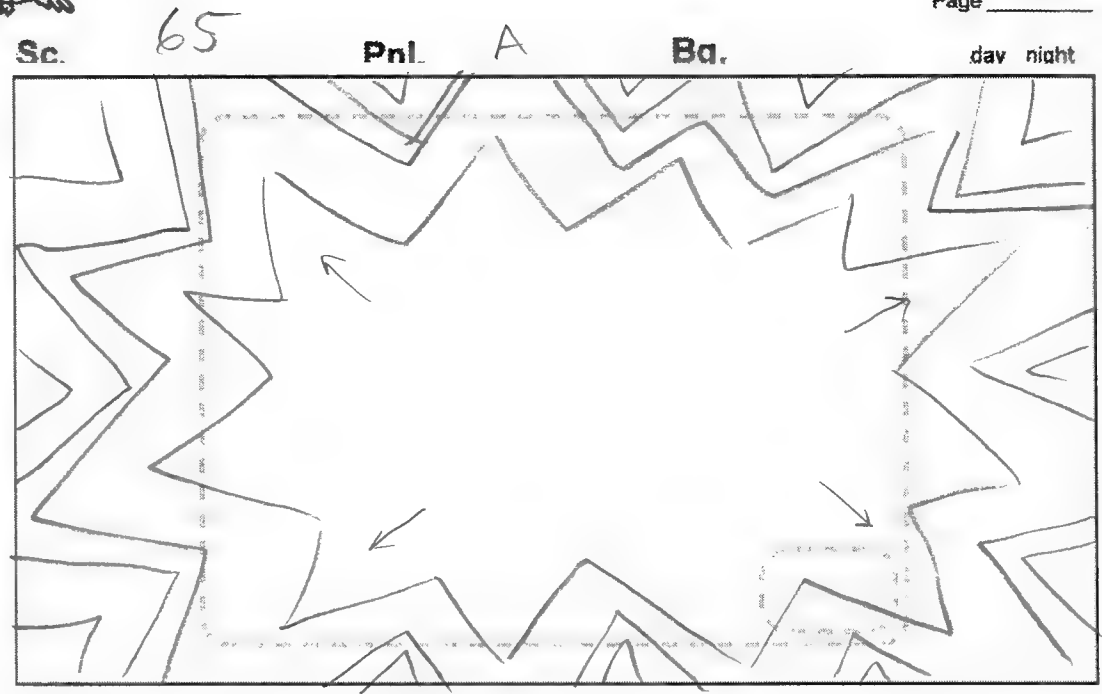
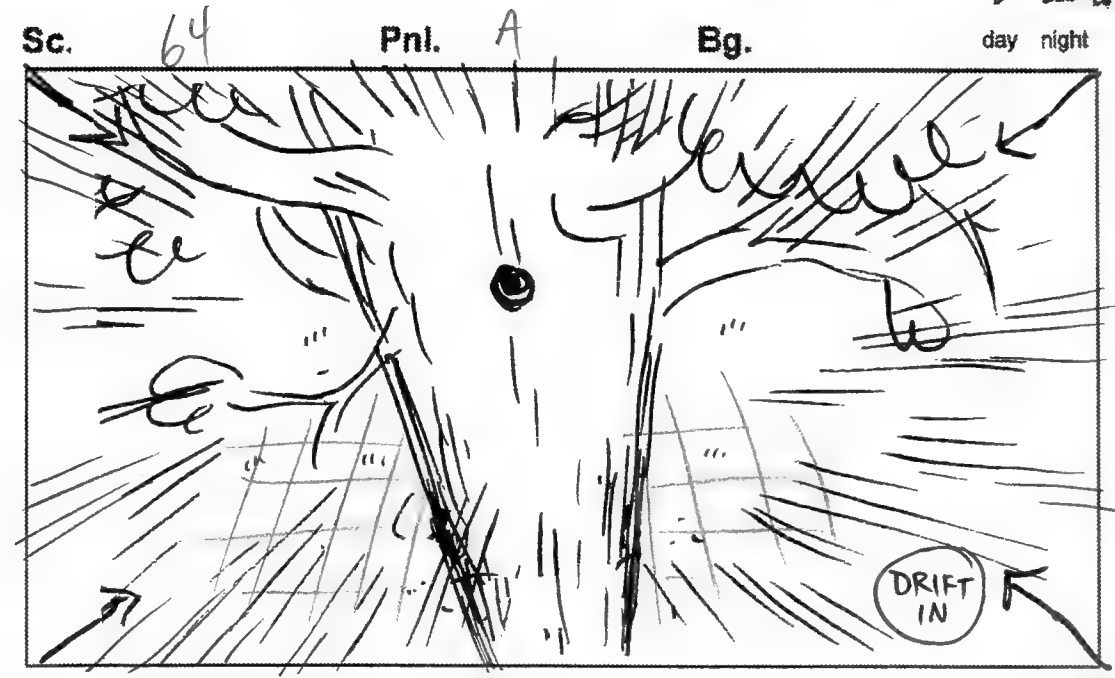


EPISODE #

Production :

1025-183

# ADVENTURE TIME




Dialog:

(D)OS → in a woodpecker hole.

(no SFX)

Action:

-  Animated crash FX

Timing:

EPISODE #

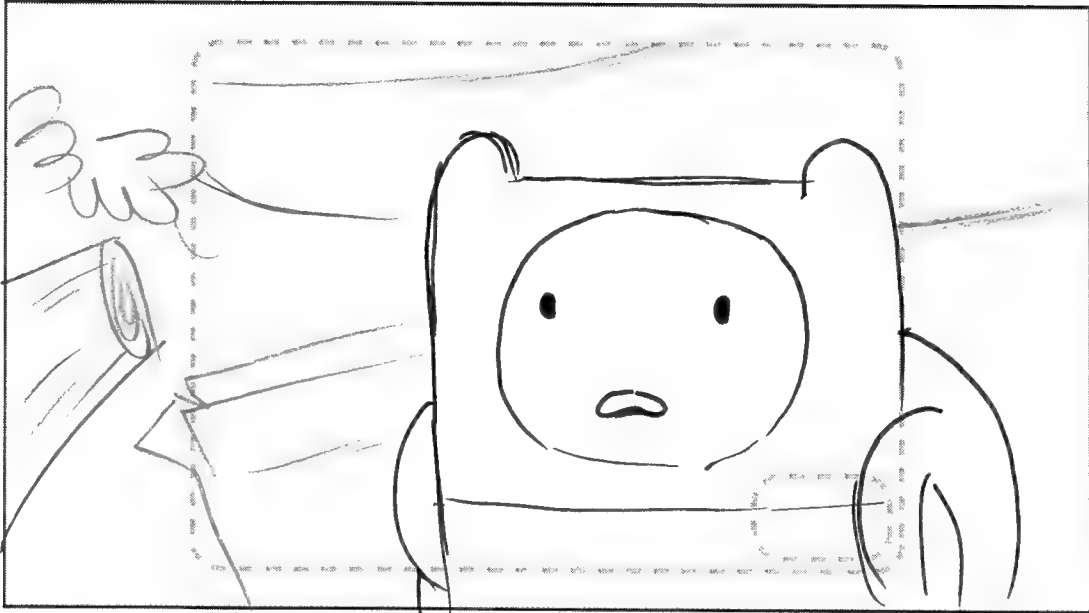
Production :

1025-183

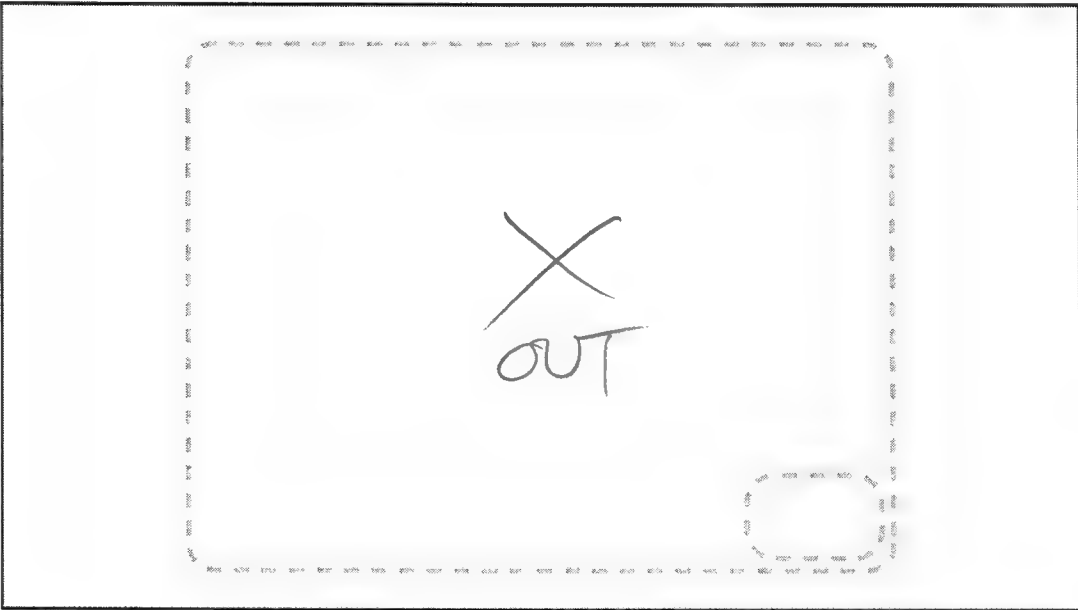
ADVENTURE TIME



Sc. 66 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:	(F:) who?...
Action:	
Timing:	

EPISODE #

Production :

1025-183

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# ADVENTURE TIME

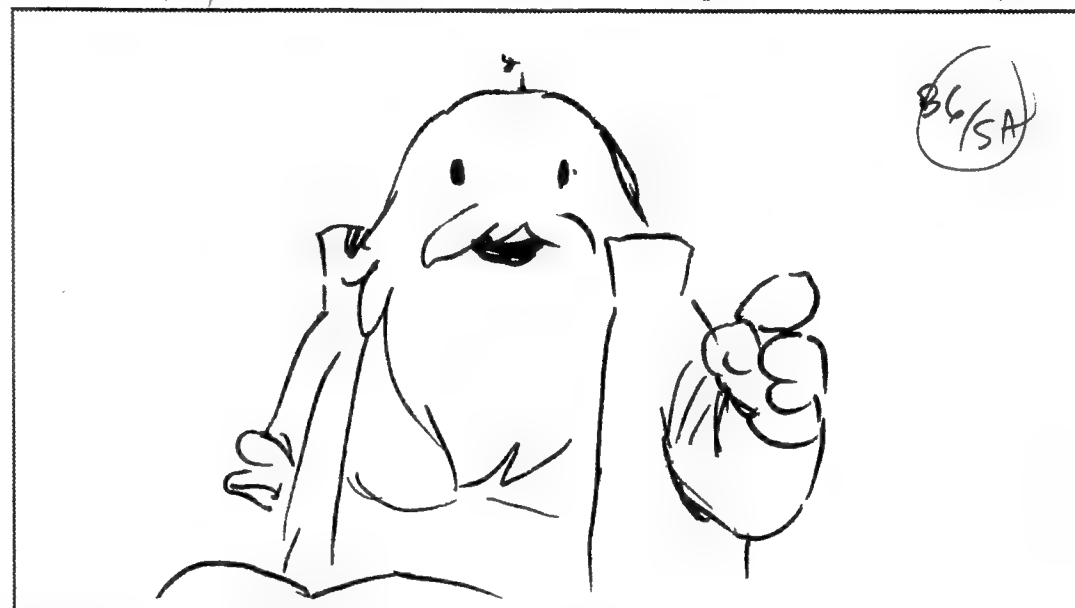


Page 65

Sc. 67 Pnl. A Bg. day night



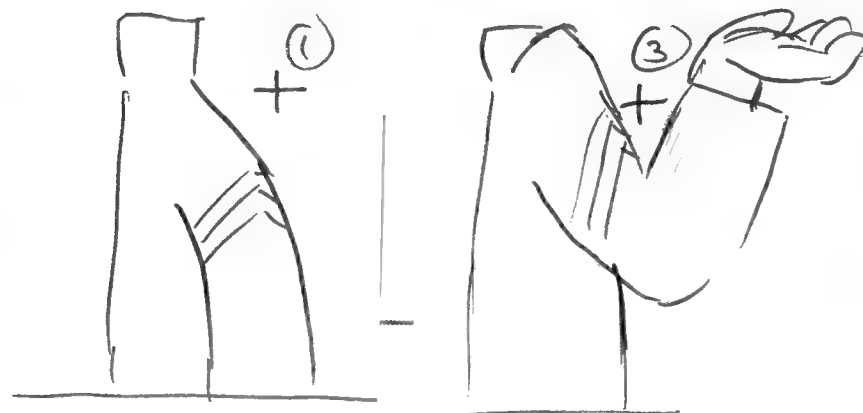
Sc. 67 Pnl. B Bg. day night



Dialog: D: 2 But it's cool, y'know - 3 arms come & go...

Acti

Tim



D: it's family that's important.

- M. POINTS FOR EMPHASIS.

EPISODE #

1025-183

Production :

# ADVENTURE TIME



Page 66

Sc. 67 Pnl. C Bg. day night



Sc. 68 Pnl. A Bg. day night



Dialog:

Action:

- M. WINKS

Timing:

(D:) speaking of  
arms though -  
I see you got →



EPISODE #

Production :

1025-183

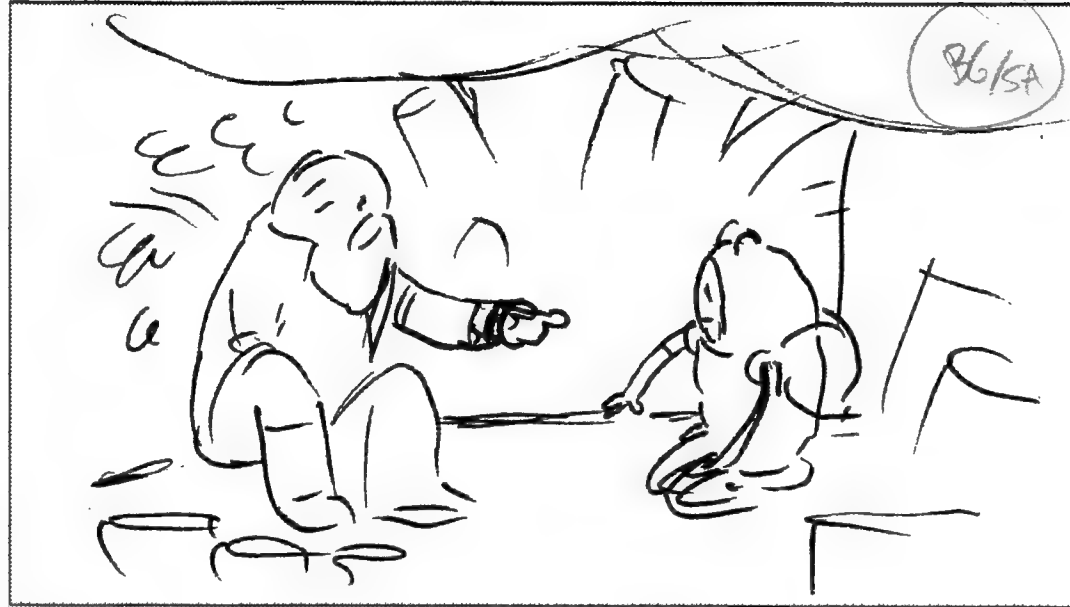


# ADVENTURE TIME

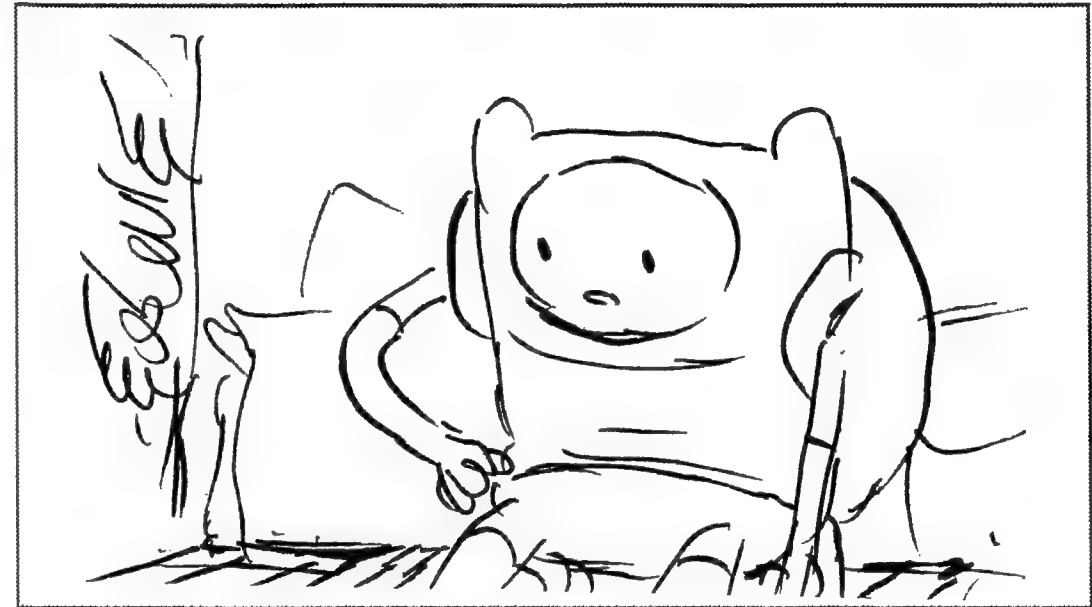


Page 67

Sc. 68 Pnl. B Bg. day night



Sc. 69 Pnl. A Bg. day night



Dialog:

① → yourself a  
brand spankin'  
new one.

Action:

How'bout that!

Timing:

- Finn looks at his arm

② Oh yeah -

Production :

EPISODE #

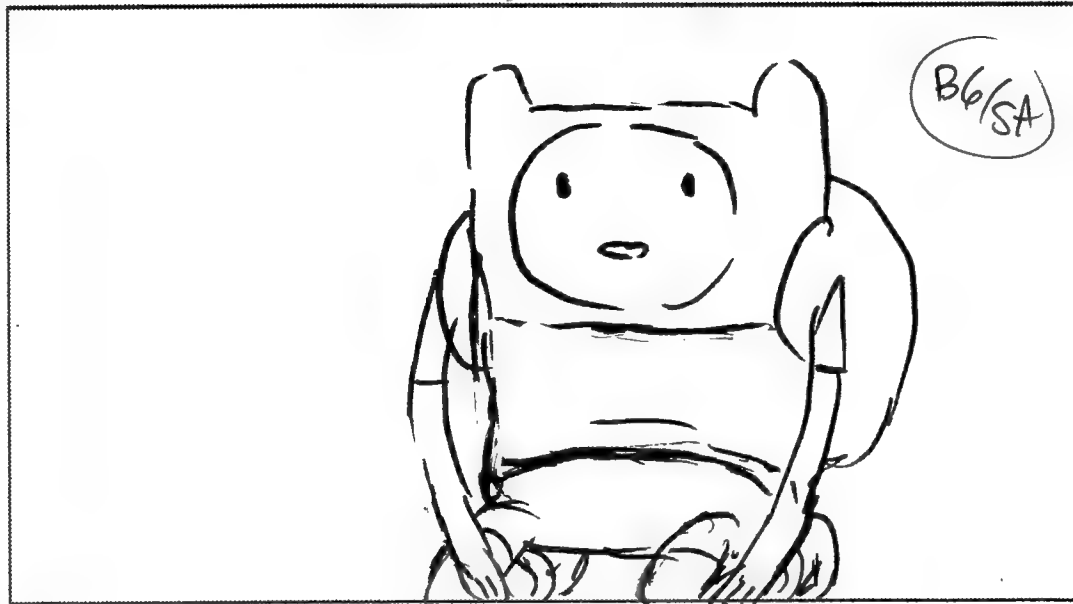
1025-183

# ADVENTURE TIME

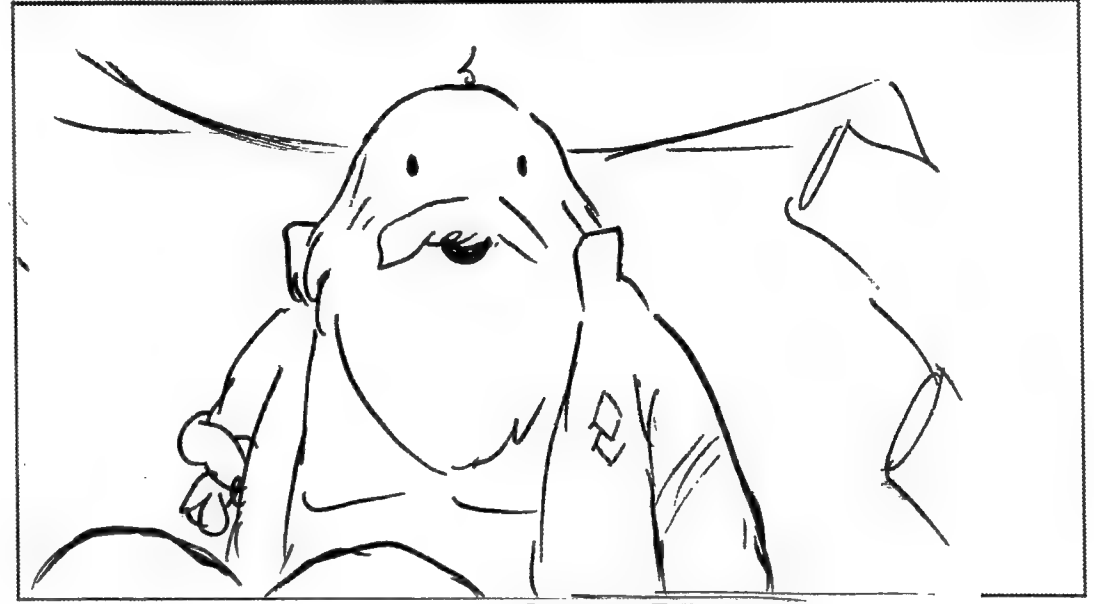


Page 68

Sc. 69 Pnl. B Bg. day night



Sc. 70 Pnl. A Bg. day night



Dialog:

(F:) I got it from my PB  
dream SWORD

(D:) neat!

Action:

(ALT) I GOT IT FROM MY  
BUBBLEGUM DREAM SWORD

Timing:

EPISODE #

1025-183

Production :

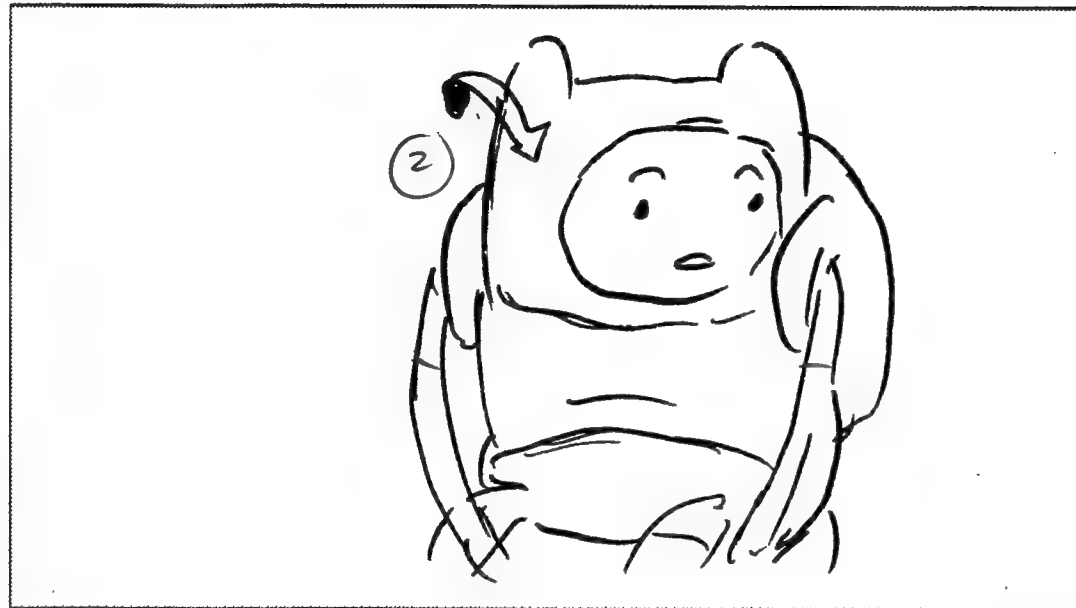
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# ADVENTURE TIME

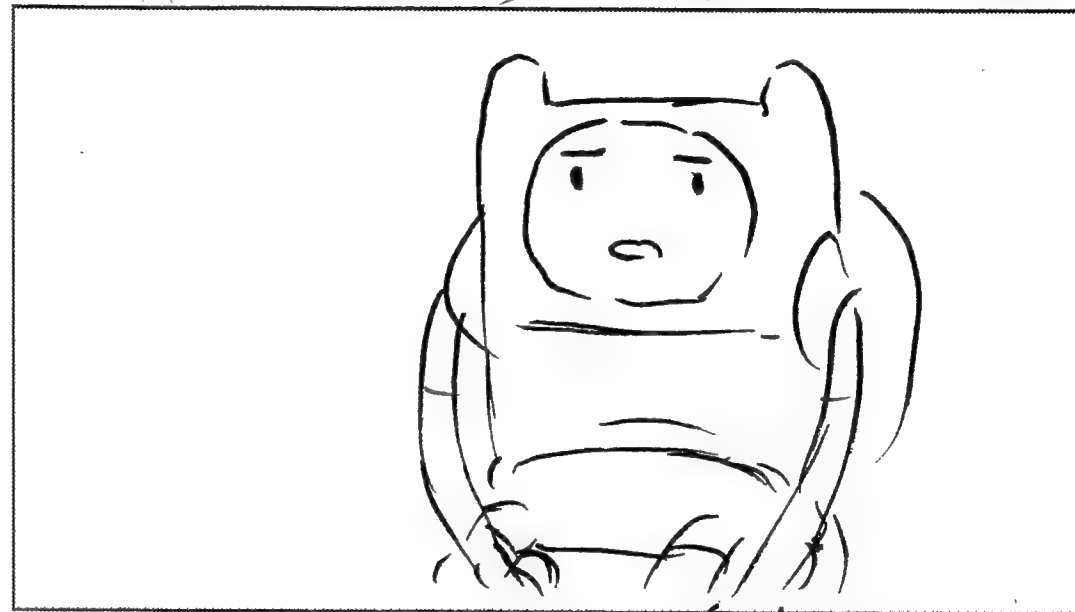


Page 62

Sc. 71 Pnl. A Bg. day night



Sc. 71 Pnl. B Bg. day night

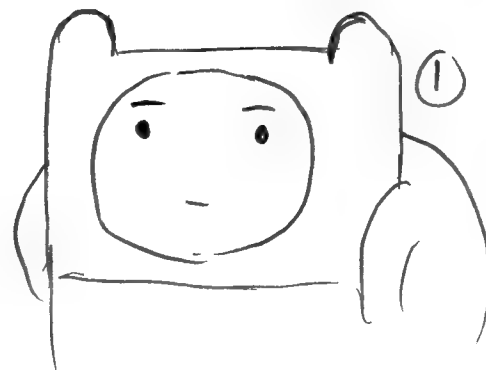


Dialog:

(F) <sup>2</sup> Actually, for  
a while there, \_\_\_\_\_

Action:

Timing:



(F) → I thought  
if I ever saw  
you again, \_\_\_\_\_

Production :

EPISODE #

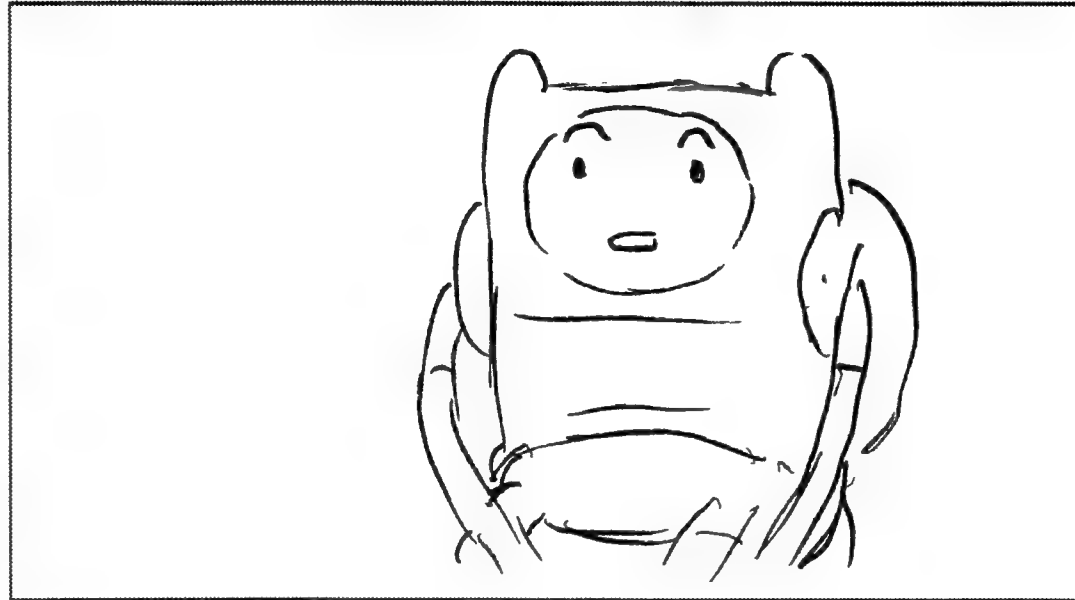
1025-183

# ADVENTURE TIME

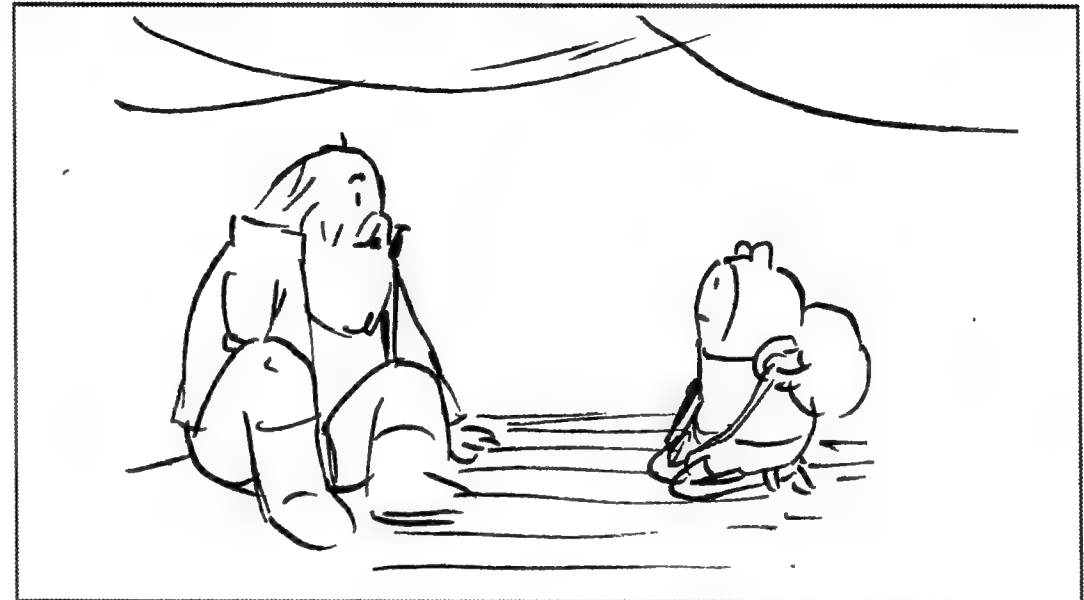


Page 70

Sc. 71 Pnl. C Bg. day night



Sc. 72 Pnl. A Bg. day night



Dialog:

(F) → I was  
gonna tear  
YOUR arm off....

Action:

Timing:

(D) Well shoot, who  
could blame  
you -

EPISODE #

Production :

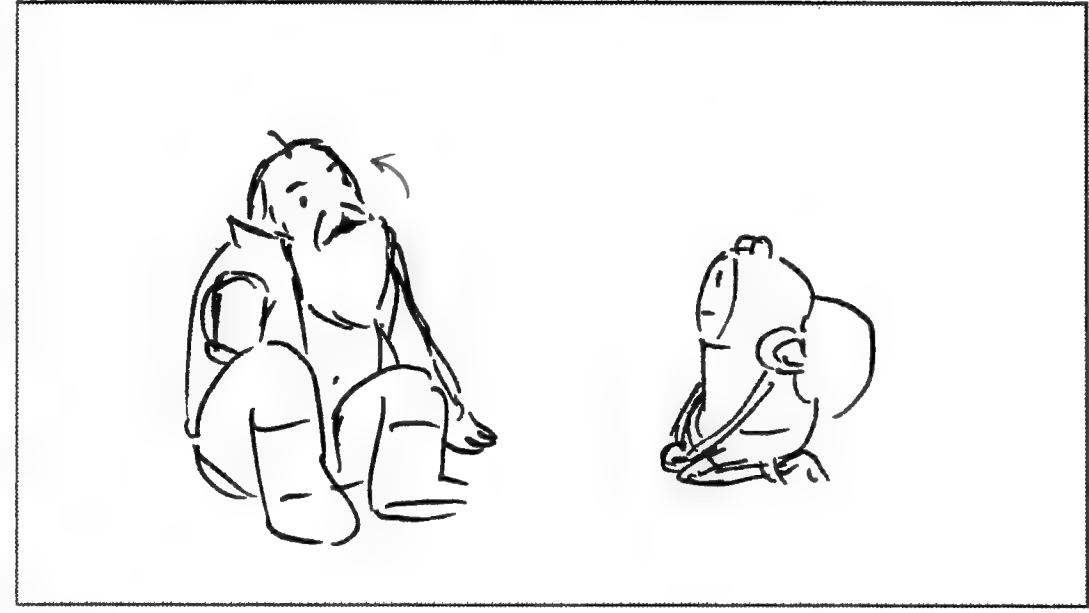
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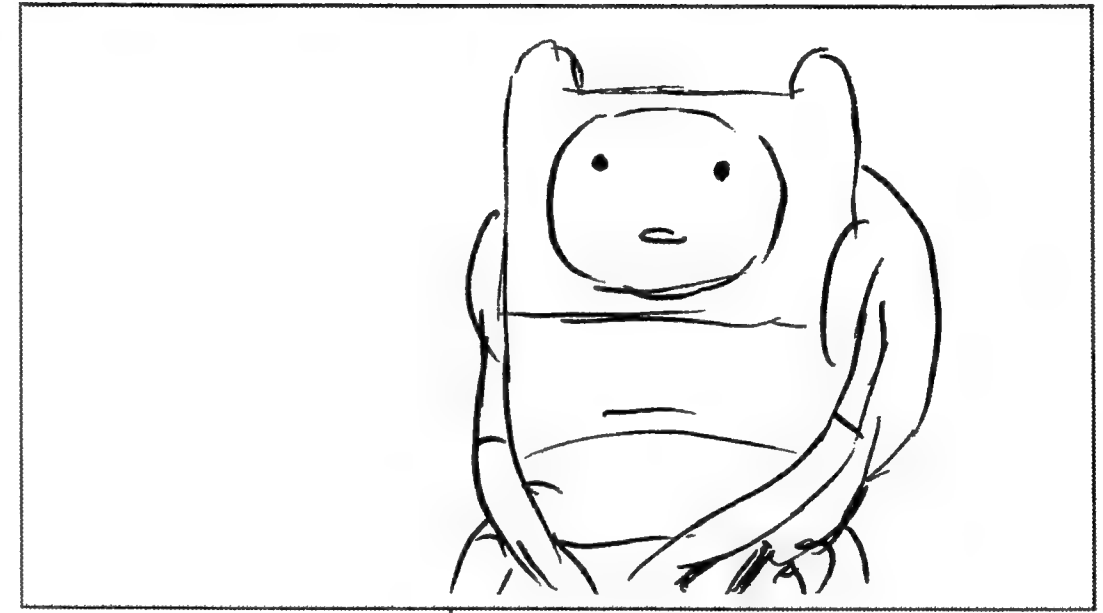
ADVENTURE TIME



Sc. 72 Pnl. B Bg. day night



Sc. 73 Pnl. A Bg. day night



Dialog:	ⓓ → but you definitely don't	ⓕ No, no - it's -
Action:	feel that way	
Timing:	my move, right?	

1025-183

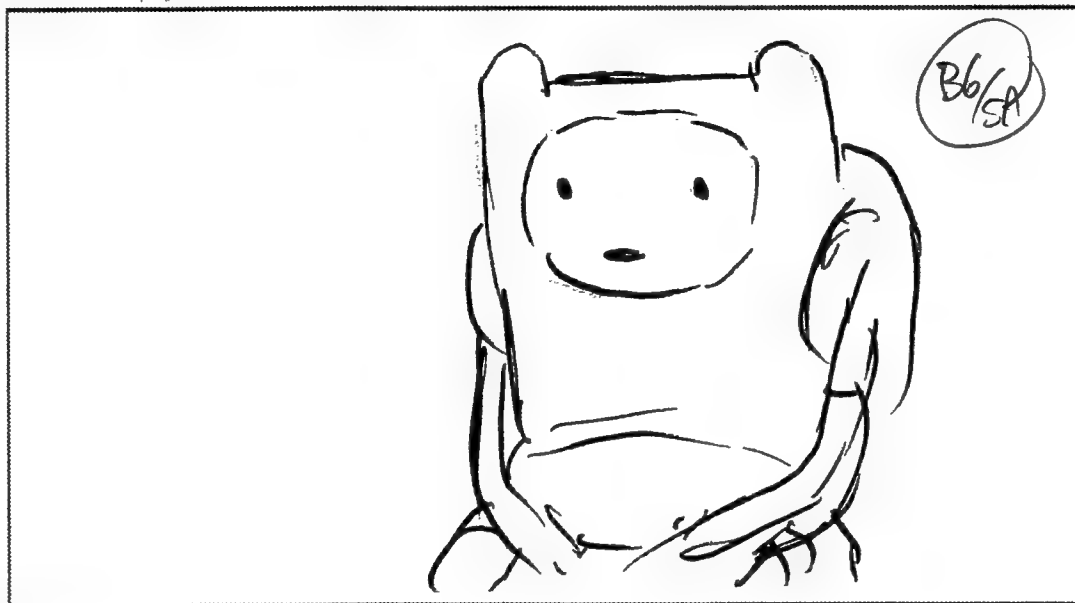
EPISODE #

Production :

ADVENTURE TIME



Sc. 73 Pnl. B Bg. day night



Sc. 74 Pnl. A Bg. day night



Dialog:	(F:) it's okay now.	(DAP:) Haha! Great!
Action:	- M. REVEALS INTACT R. ARM.	
Timing:		



EPISODE #

Production :

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# ADVENTURE TIME



Page 73

Sc. 75

Pnl. A

Bg.

day night

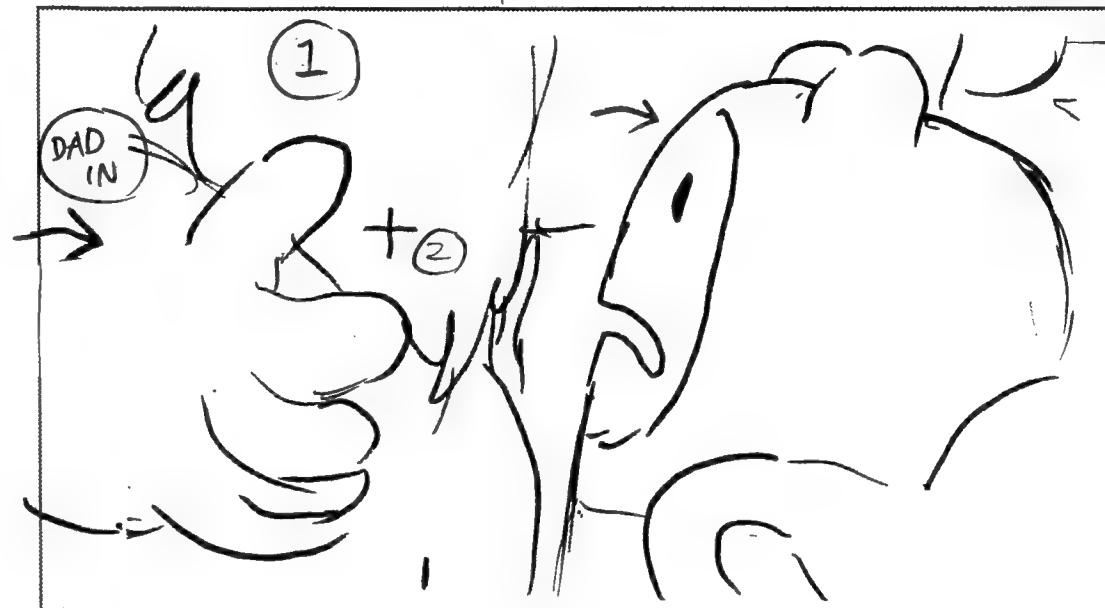


Sc. 76

Pnl. A

Bg.

day night



Dialog:

DAD How bout a hug.

Action

Timing



- Dad leans in to hug Finn



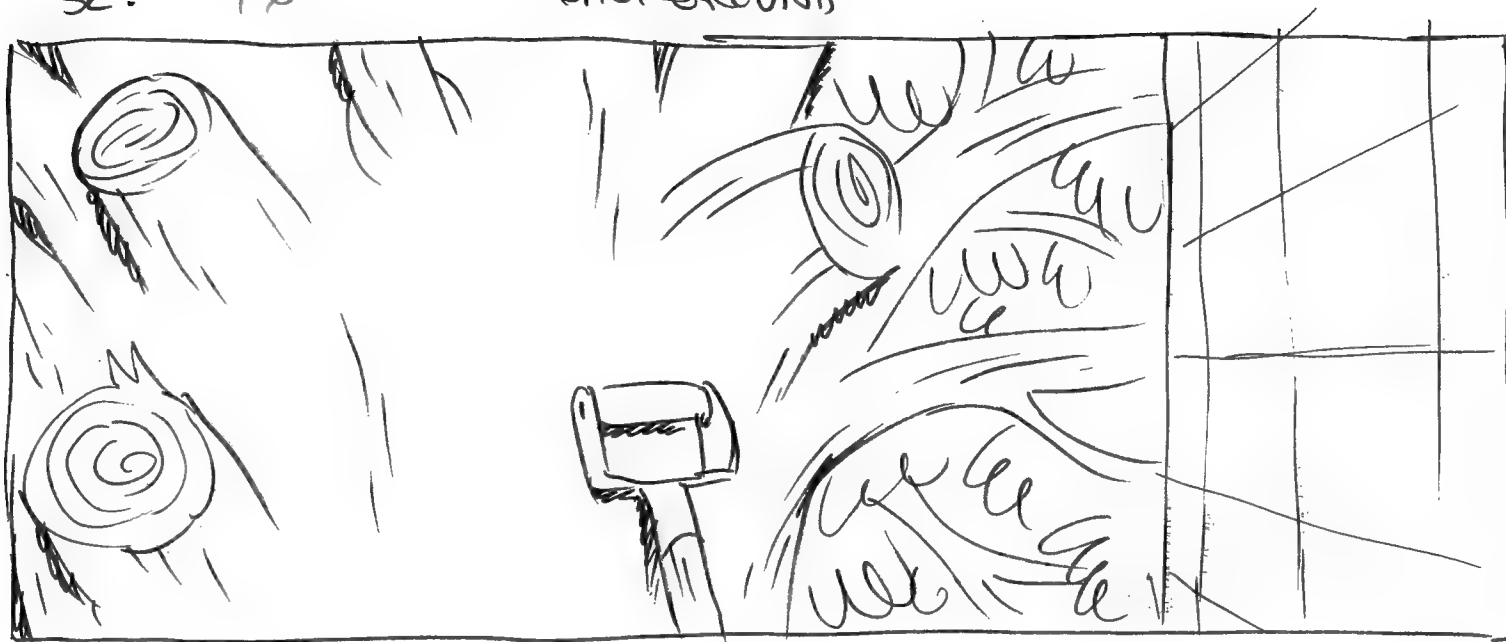
Production :

EPISODE #

1025-183

Sc. 76

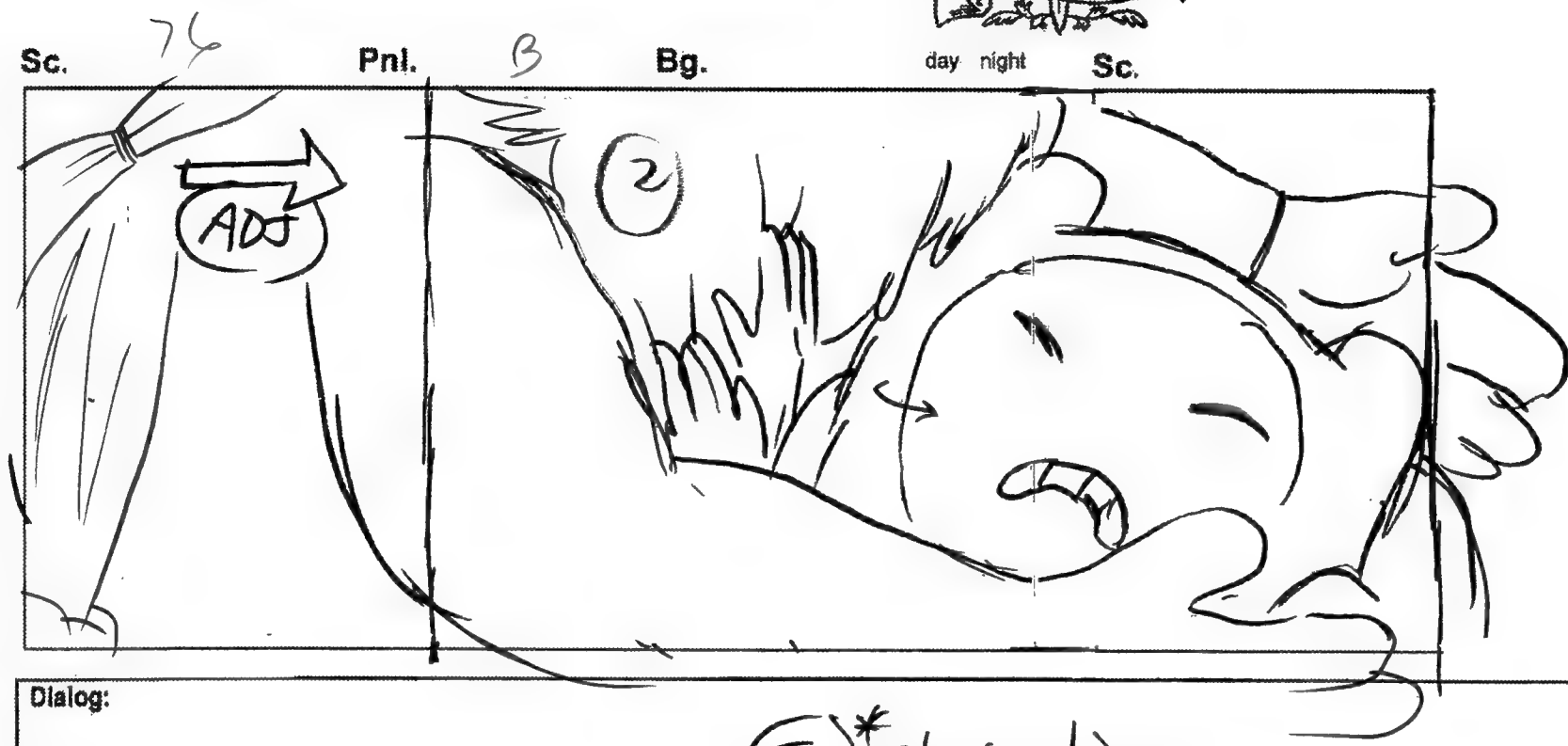
BACKGROUND



1025-183



# ADVENTURE TIME



Dialog:

(F:) \*struggling sounds \*

Action:

-Finn struggles

Timing:

EPISODE #

1025-183

Production :

# ADVENTURE TIME



Page 76

Sc. 76 Pnl. C Bg. day night



Sc. 76 Pnl. D Bg. day night



Dialog:

(F) [GRUNT]

Action:

- Adjust back to scene starting position.
- Finn pushes his dad away

Timing:

EPISODE #

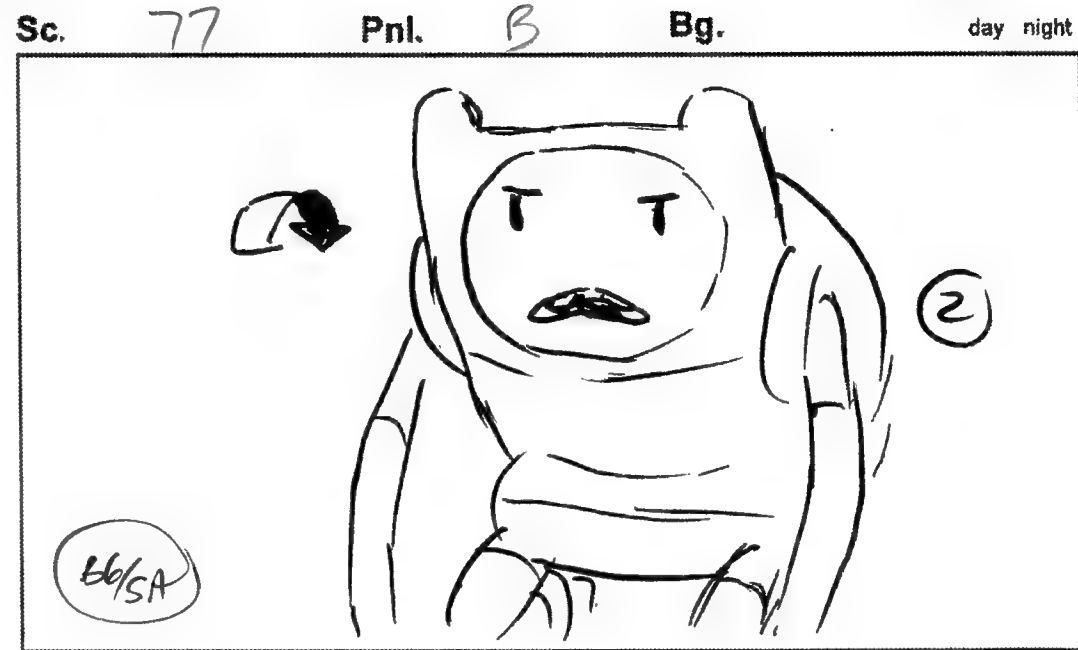
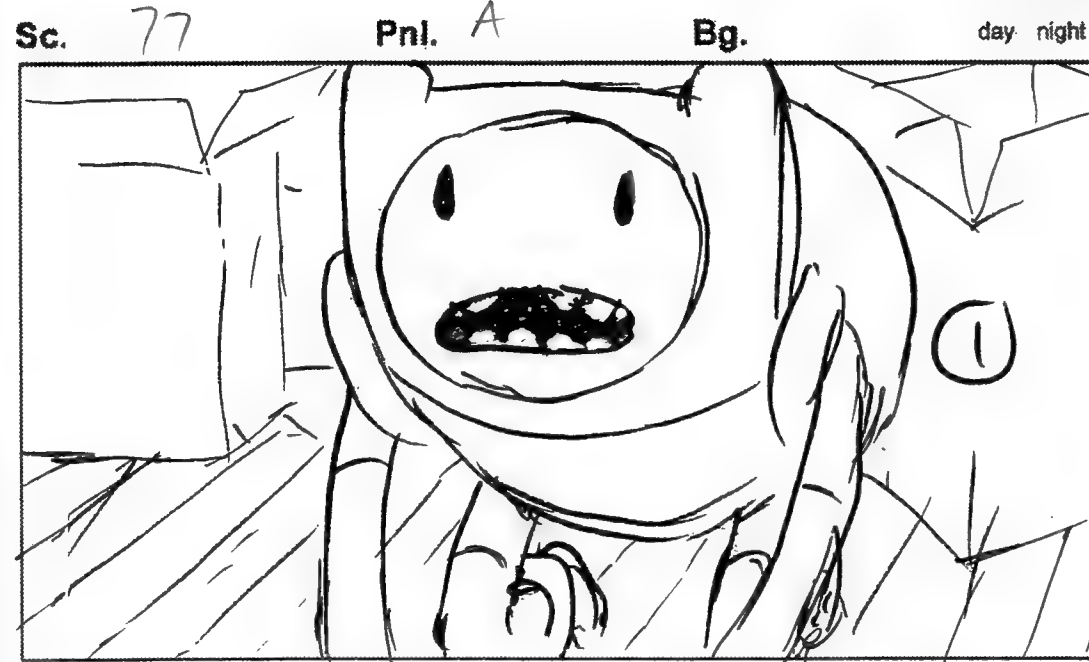
Production :

1025-183

# ADVENTURE TIME



Page 77



Dialog:

(F) What the heck did I?

→ is everything you say a lie?

Action:

Timing:

EPISODE #

1025-183

Production :

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# ADVENTURE TIME

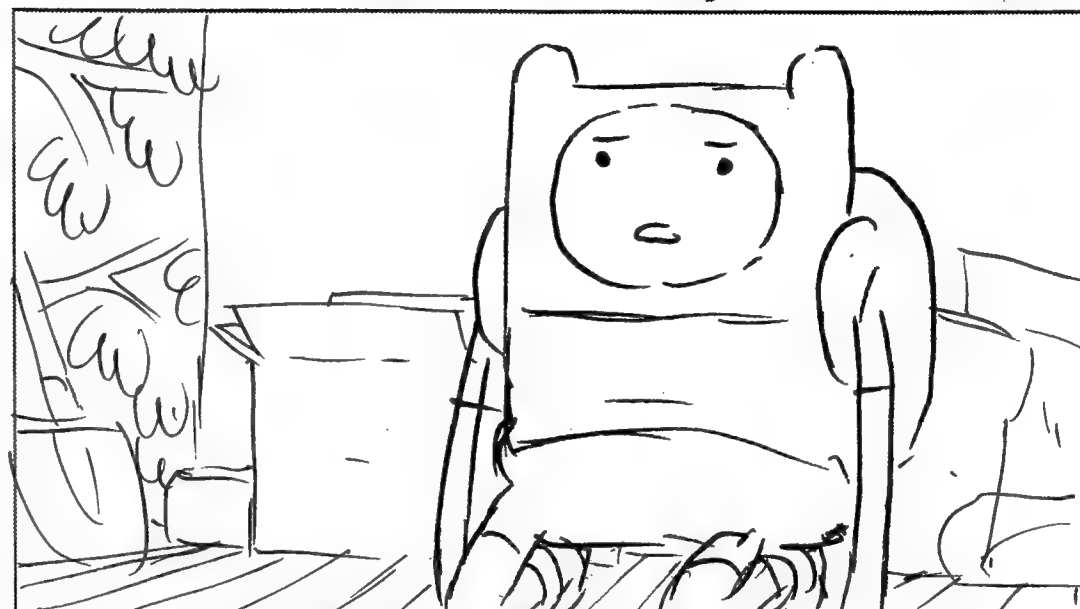


Page 78

Sc. 78 Pnl. A Bg. day night



Sc. 79 Pnl. A Bg. day night



Dialog:

(D:) No, no -  
of course not!  
c'mon!

Action:

Timing:

(F:) Well, is there  
any way I can  
tell the  
difference?

Production :

EPISODE #

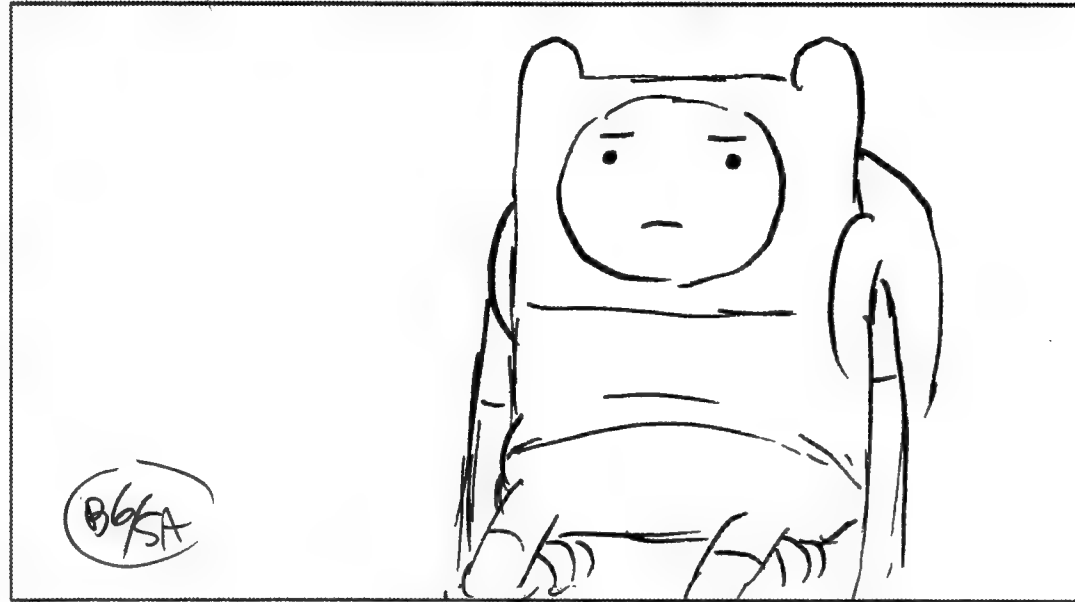
1025-183

# ADVENTURE TIME



Page 79

Sc. 79 Pnl. B Bg. day night



Sc. 79 Pnl. C Bg. day night



Dialog:

(DAD) (OS) hah -  
I hope not!

Action:

Timing:

Sfx: \* Awkward brief  
kazoo melody \*



- F TURNS

EPISODE #

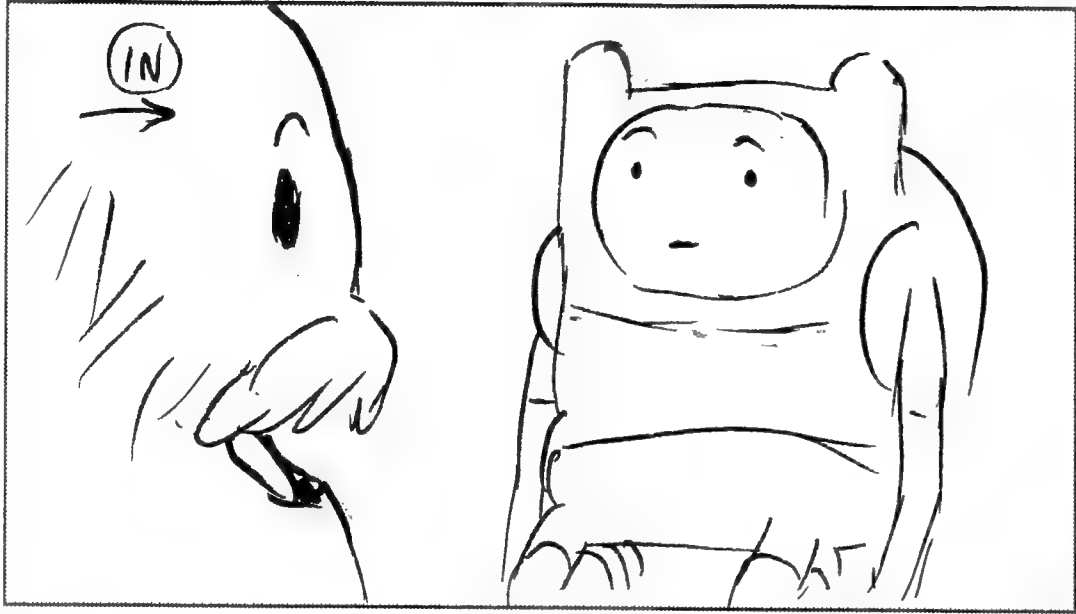
1025-183

Production :

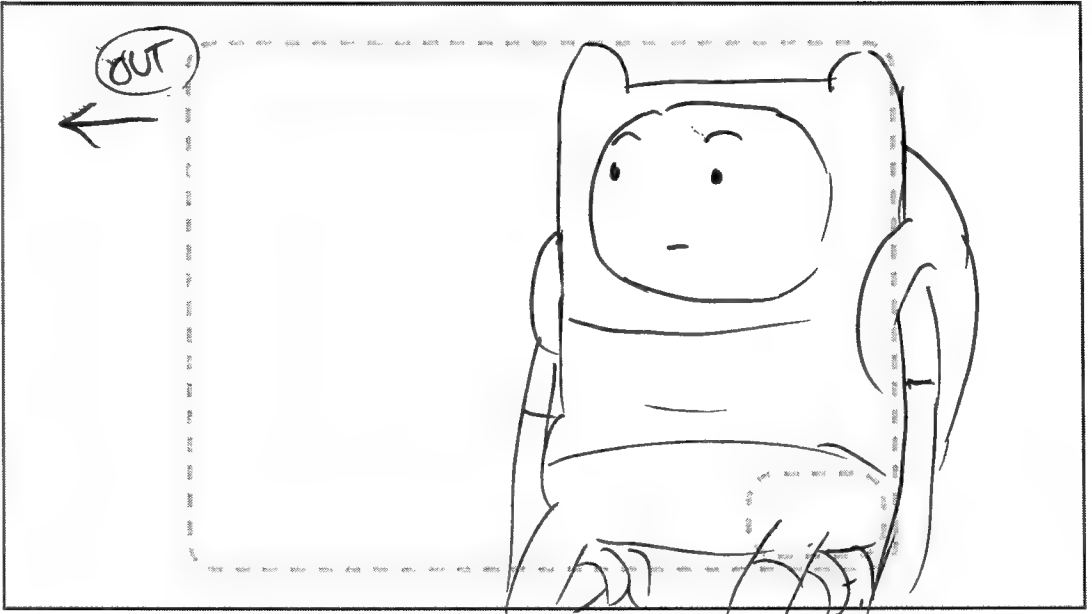
ADVENTURE TIME



Sc. 79 Pnl. D Bg. day night



Sc. 79 Pnl. E Bg. day night



Dialog: (DAD) Hot dang - hold that thought!-

Action: -M. COMES ON/S. -M GOES OFF A

Timing:

EPISODE #

Production :

1025-183

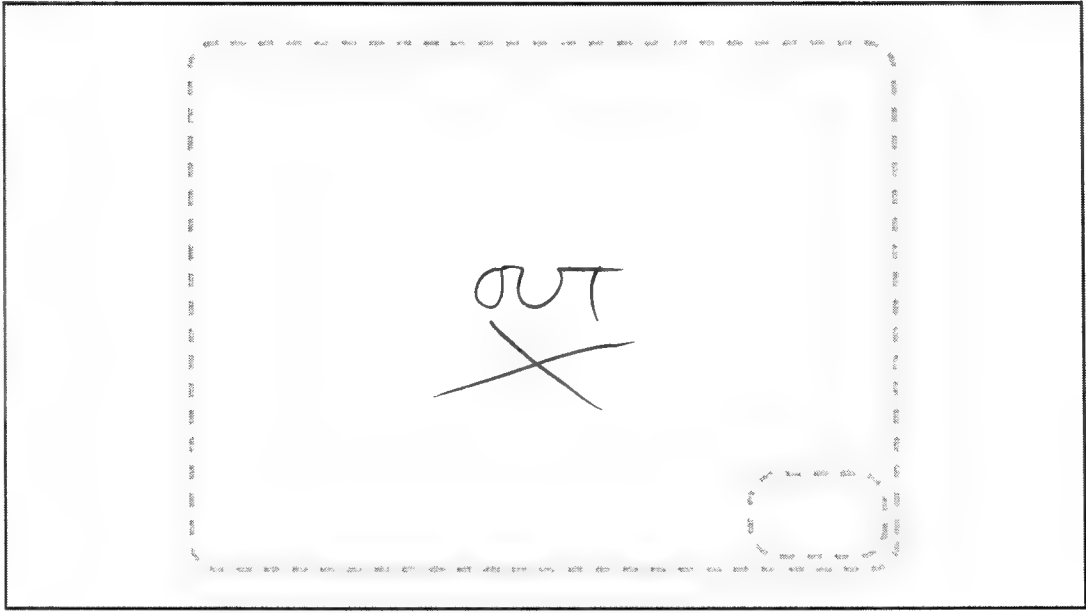
ADVENTURE TIME



Sc. 50 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:

DAD: Those little guys are back with the engine bulb → (cont.)

A B A C A

Action:

Timing:

-Dad searches for his megaphone.

EPISODE #

Production :

1025-183

# ADVENTURE TIME

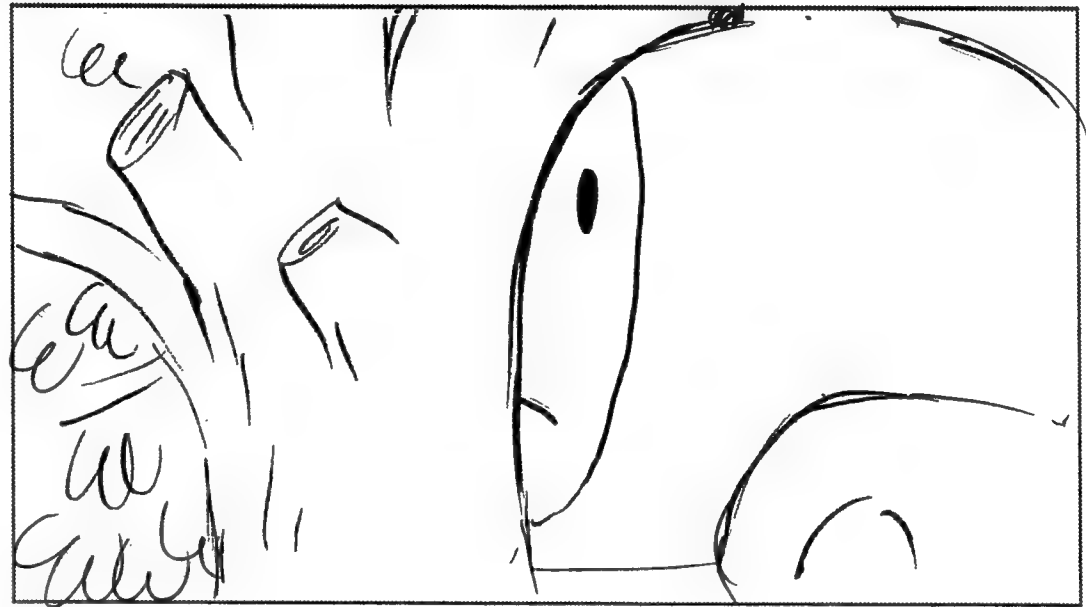


Page 82

Sc. 80 Pnl. B Bg. day night



Sc. 81 Pnl. A Bg. day night



Dialog:

→ for my pod.

Action:

- M. PULLS OUT MEGAPHONE

Timing:

EPISODE #

Production :

1025-183

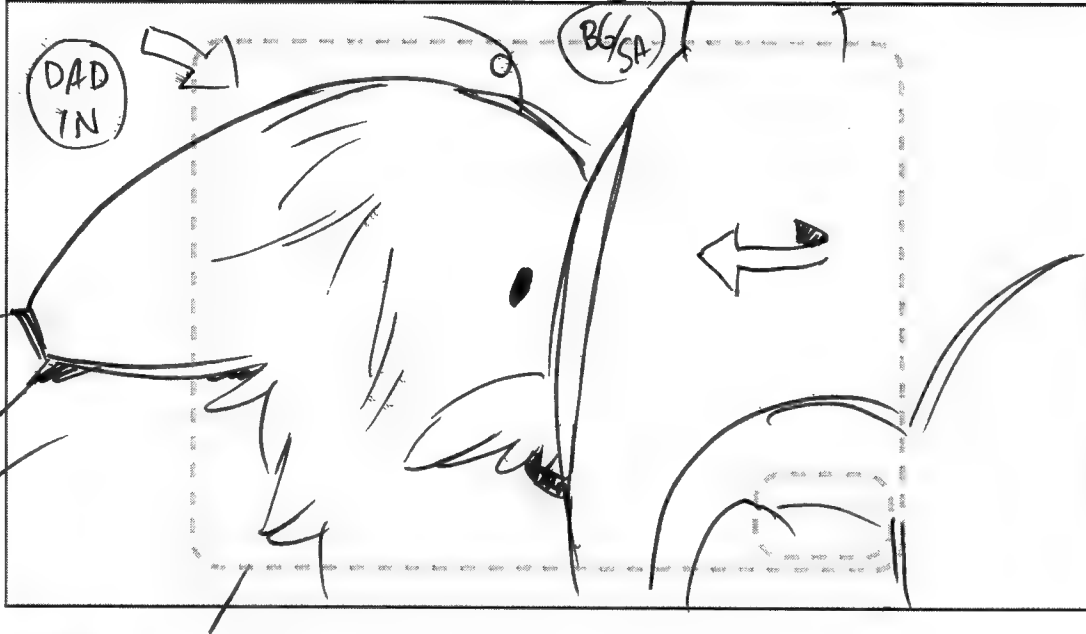


# ADVENTURE TIME

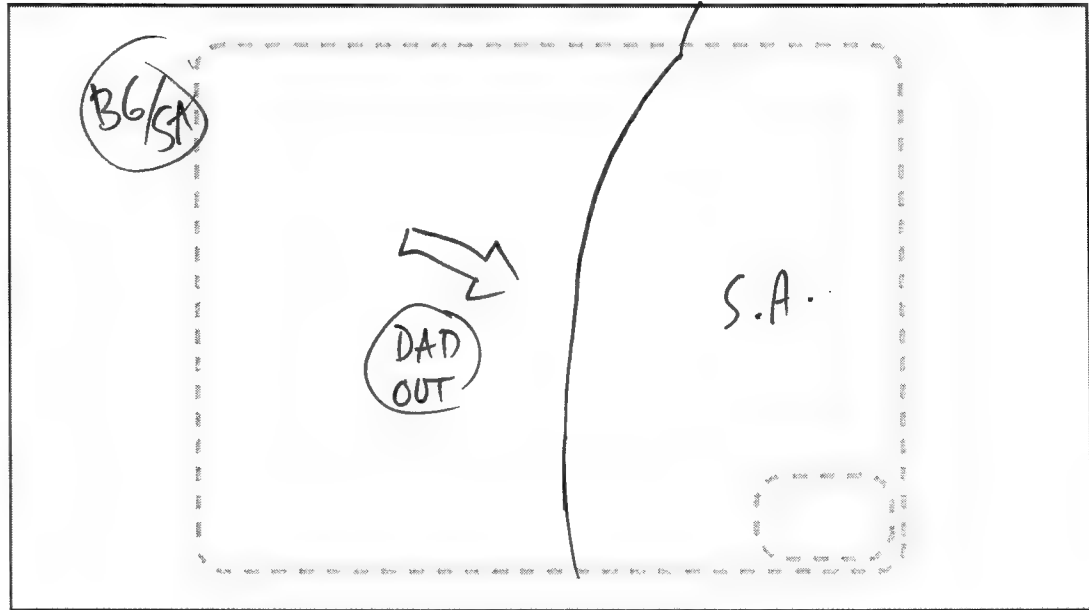


Page 83

Sc. 81 Pnl. B Bg. day night



Sc. 81 Pnl. C Bg. day night



Dialog:

(DAD) 'scuse me —

Action:

- M. MOVES PAST FINN.

Timing:

EPISODE #

Production :

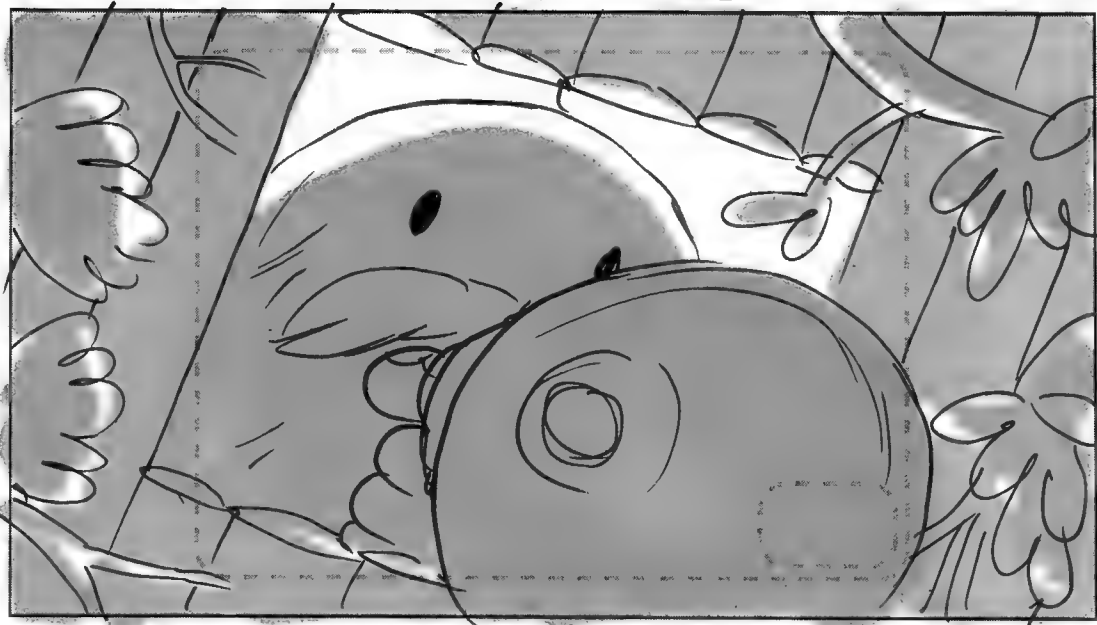
1025-183

# ADVENTURE TIME

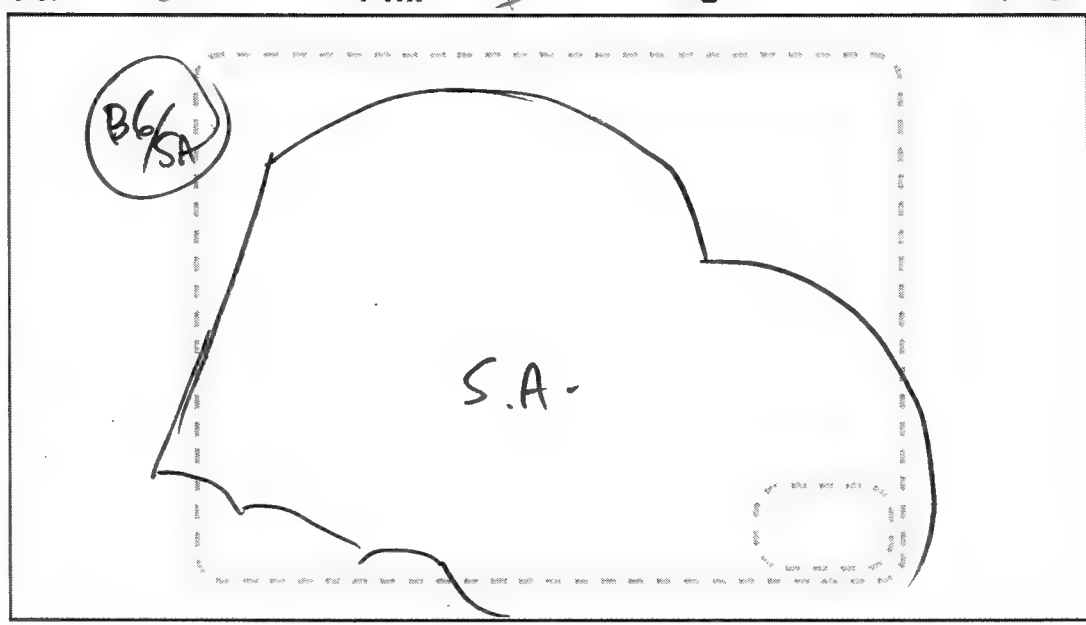


Page 84

Sc. 82 Pnl. A Bg. day night



Sc. 82 Pnl. B Bg. day night



Dialog:

(DAD) Hear ye Hear ye! I am  
(tree spirit voice) sending FORTH MY HOLY  
EMISSARY MARTIN MERTENS



AND HIS REGULAR SON FINN.  
DON'T FORGET TO DO WHATEVER  
MARTIN TELLS YOU. OKAY, OVER & OUT!

Action:

Timing:

EPISODE #

Production :

1025-183

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# ADVENTURE TIME



Sc. Pnl. Bg. day night

WIPE

Dialog:

Action: Dad gestures for villagers to come closer.

Timing:

DAD (OS) almost there - little further, little further,

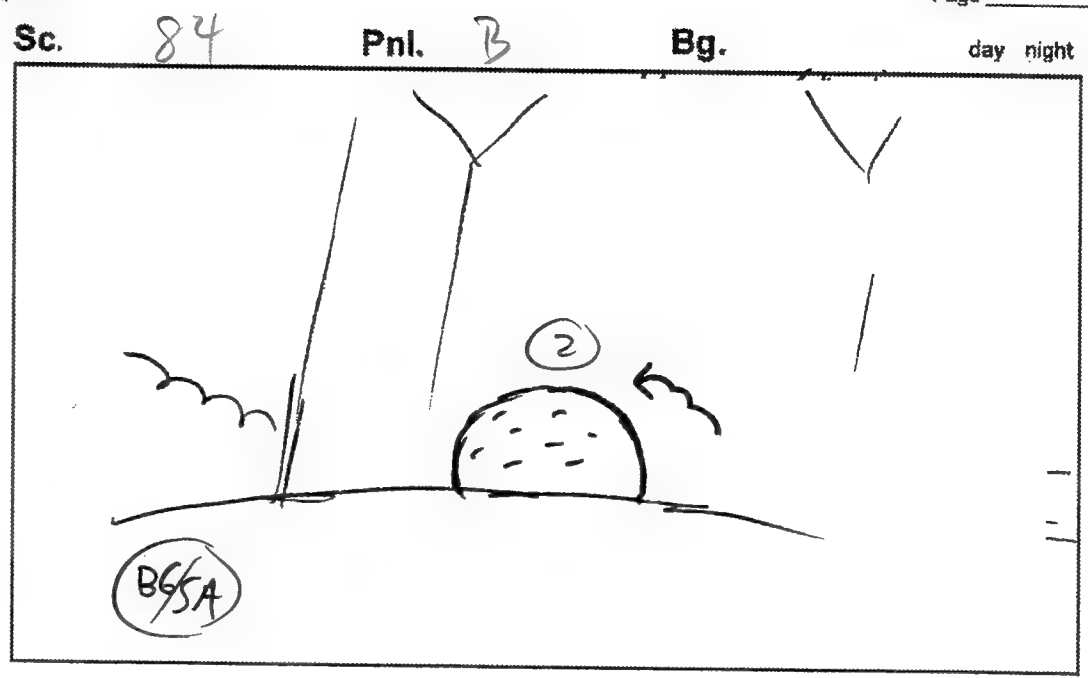
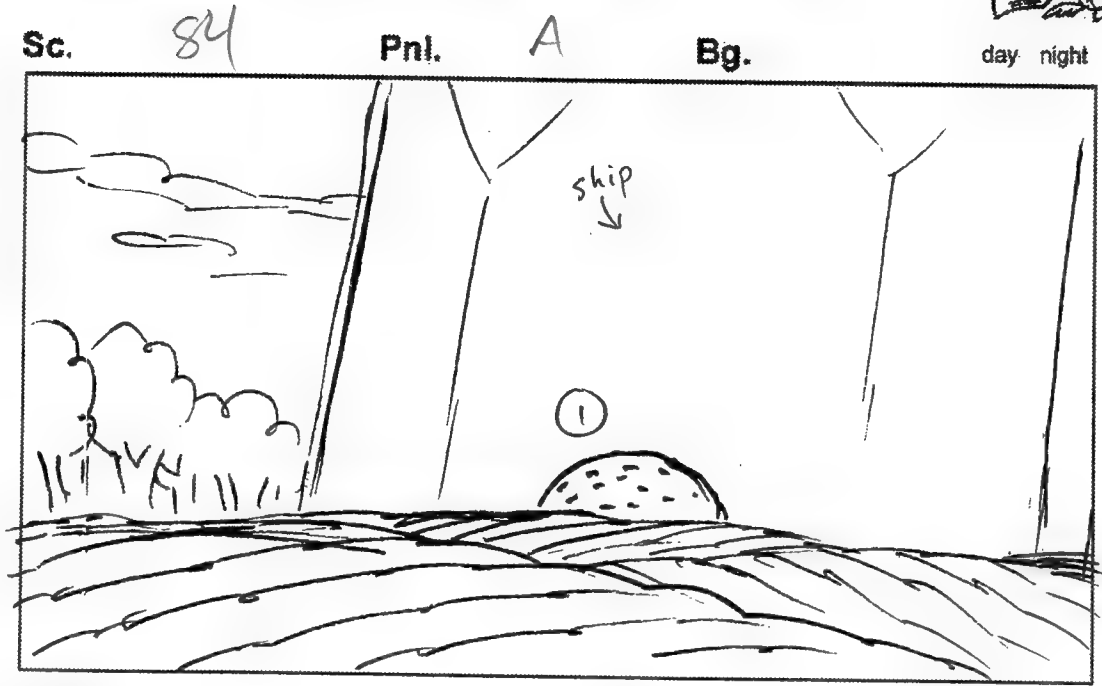
Sc. 83 Pnl. A Bg. day night

Production :

EPISODE #

1025-183

# ADVENTURE TIME



Dialog:	<p>(DAD) (OS:) → keep it comin, there ya go -</p>
Action:	
Timing:	
<p>- ENGINE MOVES UP HILL (SHOULDN'T BE ROLLING)</p>	

EPISODE #  
Production :

1025-183

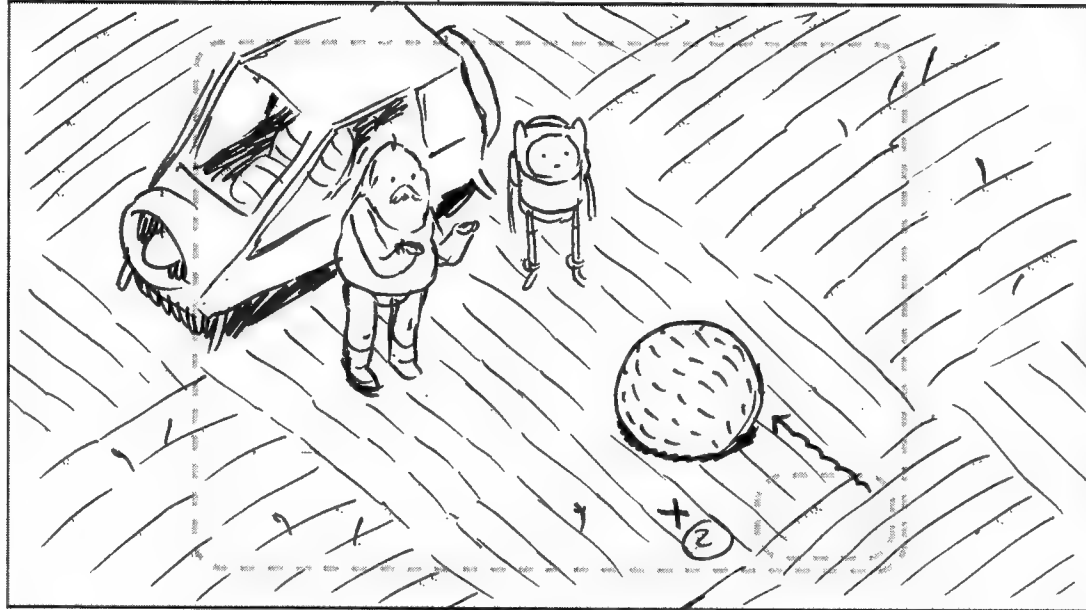
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# ADVENTURE TIME

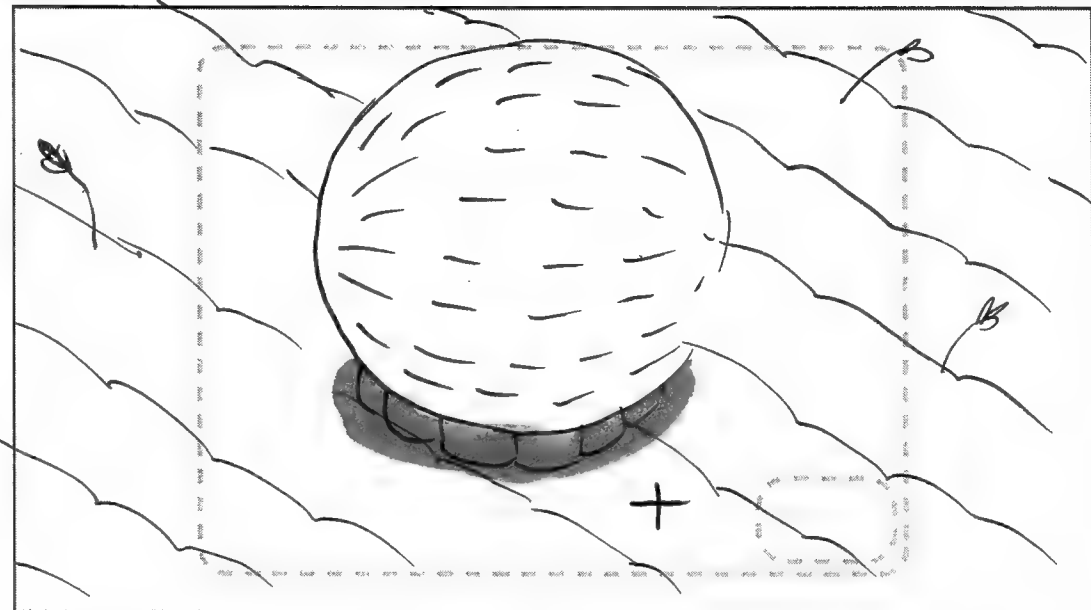


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Sc. 85 Pnl. A Bg. day night



Sc. 86 Pnl. A Bg. day night



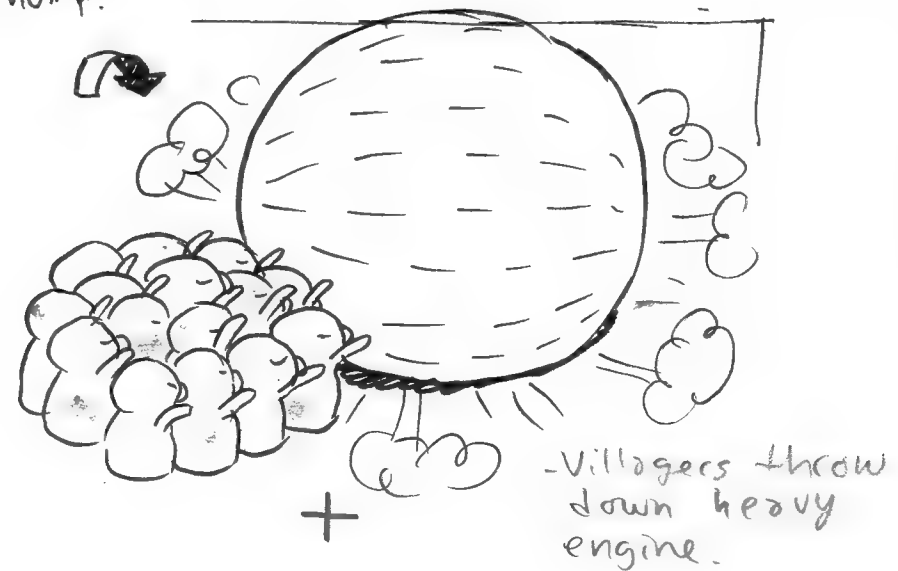
Dialog: DAD: A little further... and... stop.  
 (1) (2) (3)

Action:



Timing:

SFX: thump!



EPISODE #

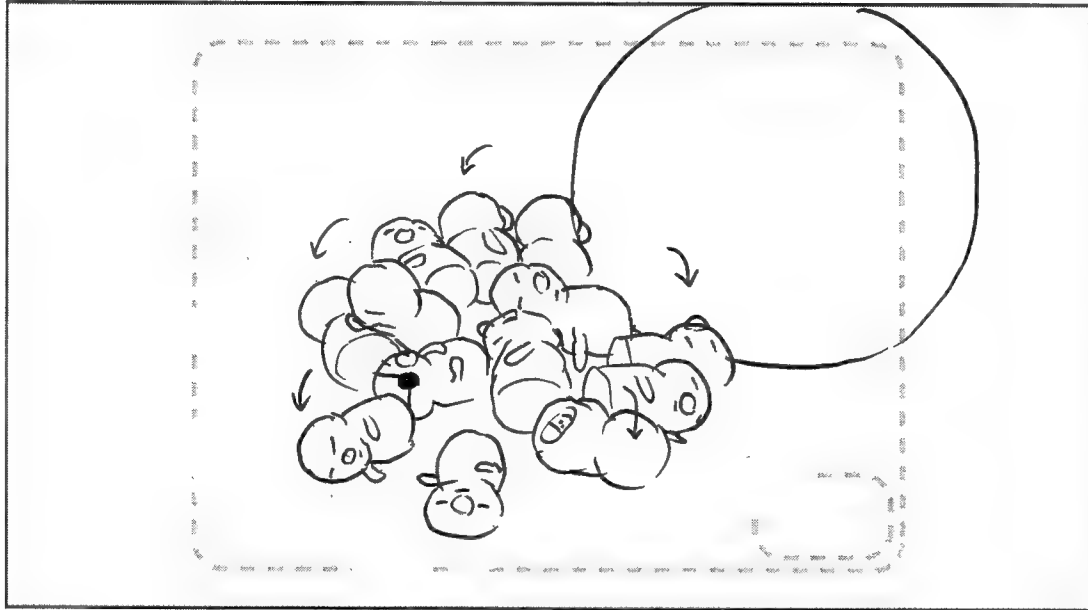
Production :

1025-183

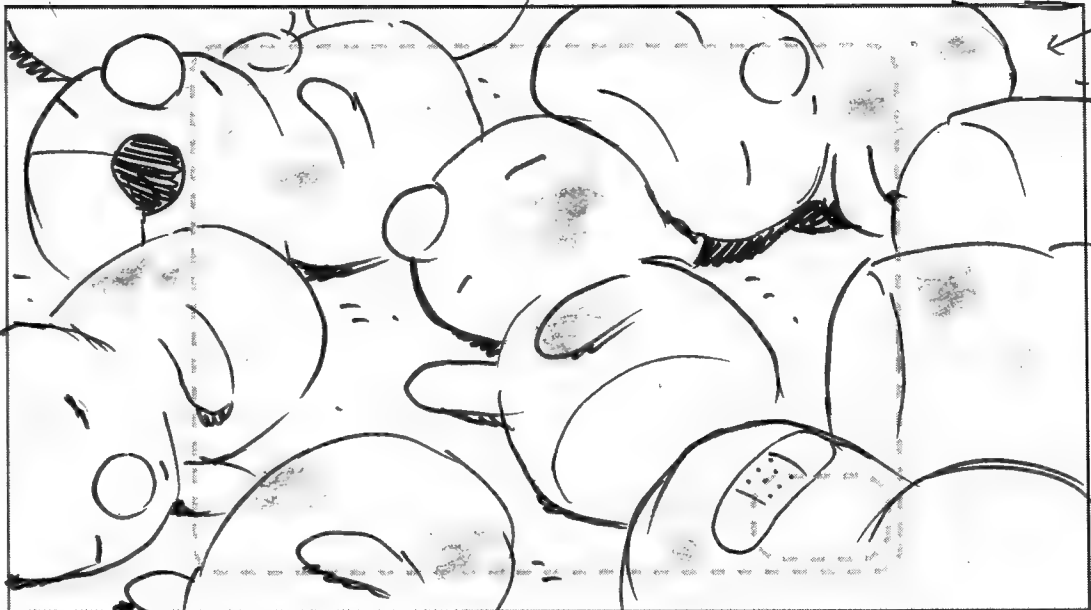
ADVENTURE TIME



Sc. 86 Pnl. B Bg. day night



Sc. 87 Pnl. A Bg. day night engine



Dialog: (DAD) OS Fantastic work boys, ————— absolutely fantastic.  
(DUDES) \* heavy breathing \* —————

Action: - Villagers collapse in exhaustion - Villagers breathe heavily  
- stomachs rise and fall

Timing:

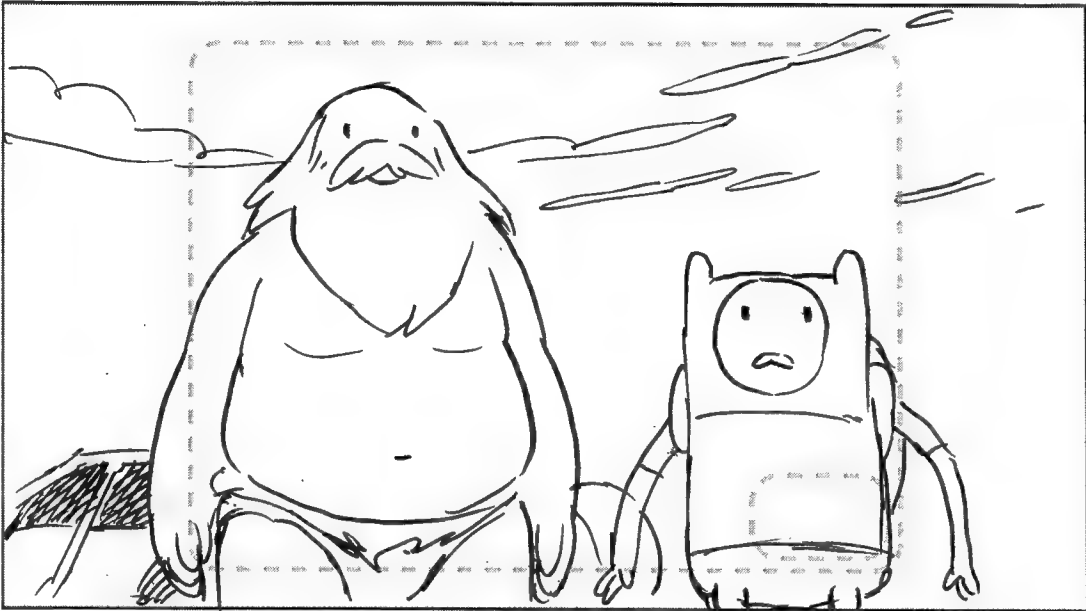
EPISODE #  
Production :

1025-183

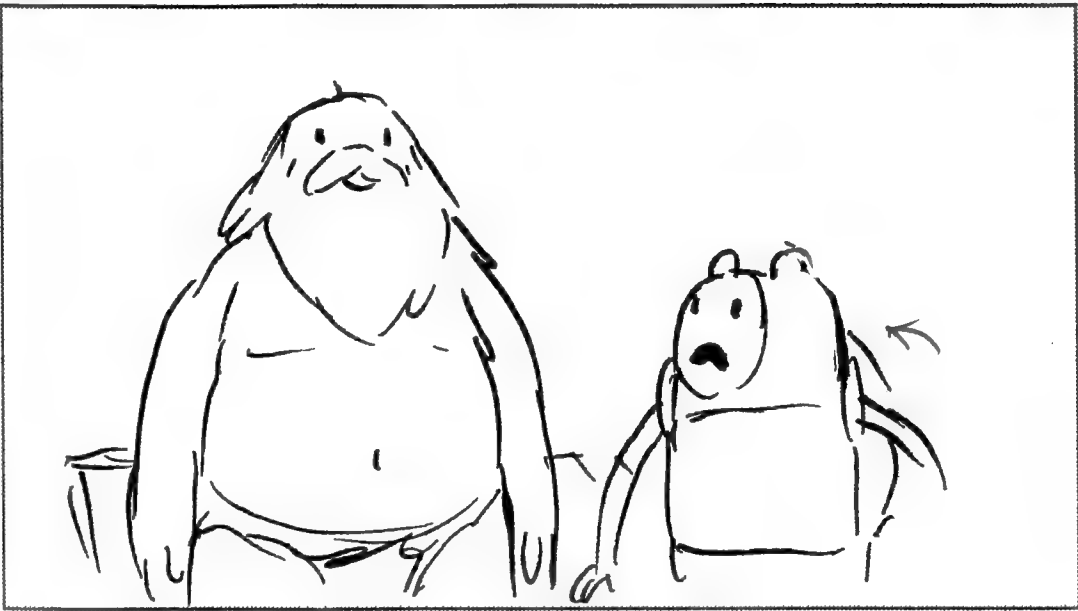
ADVENTURE TIME



Sc. 88 Pnl. A Bg. day night



Sc. 88 Pnl. B Bg. day night



Dialog: (FINN:) Holy Stank, Dad! (F) → What the stinkbonk?!

Action:

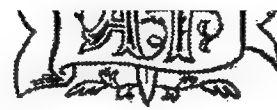
Timing:

EPISODE #

Production :

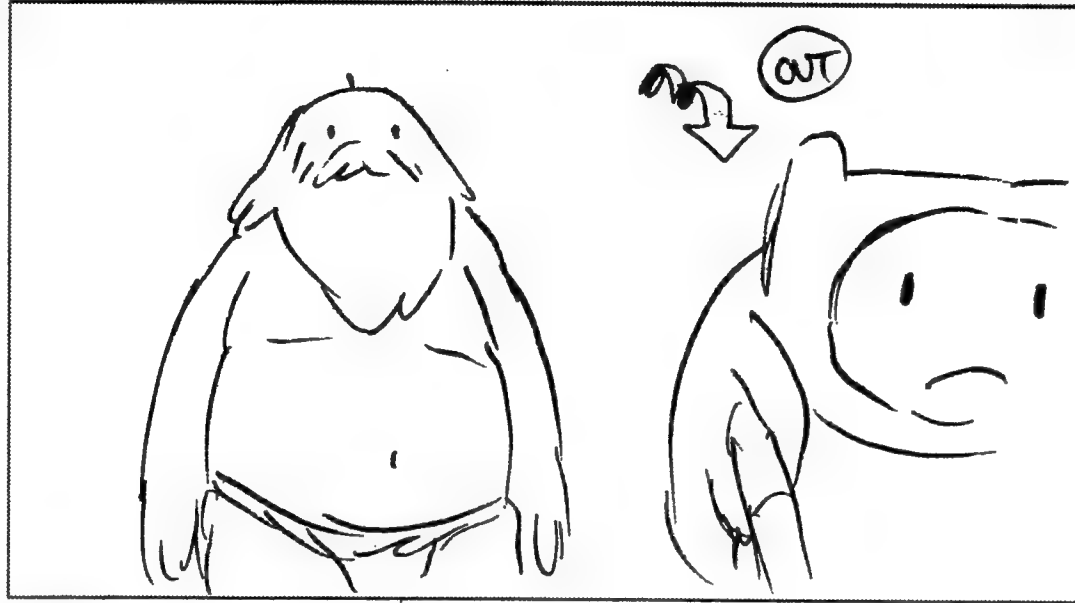
1025-183

# ADVENTURE TIME

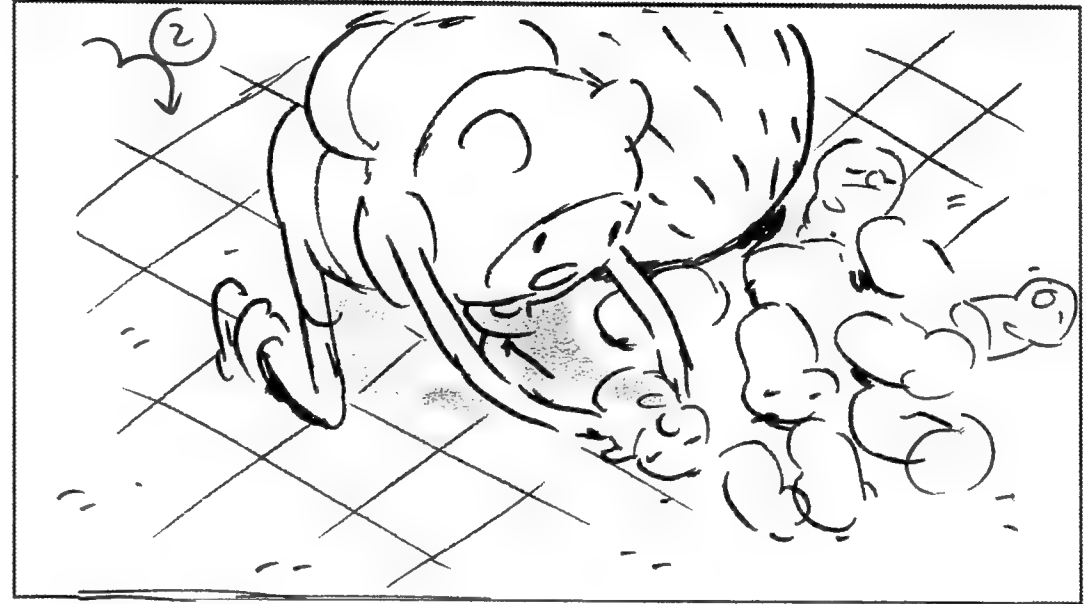


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Sc. 88 Pnl. C Bg. day night



Sc. 89 Pnl. A Bg. day night



Dialog:

Action:

Timing:

(F) → You're messin'  
'em all up -

- F. WALKS OWS,  
KNEELS AND  
CRAPLES DUDE.



EPISODE #

Production :

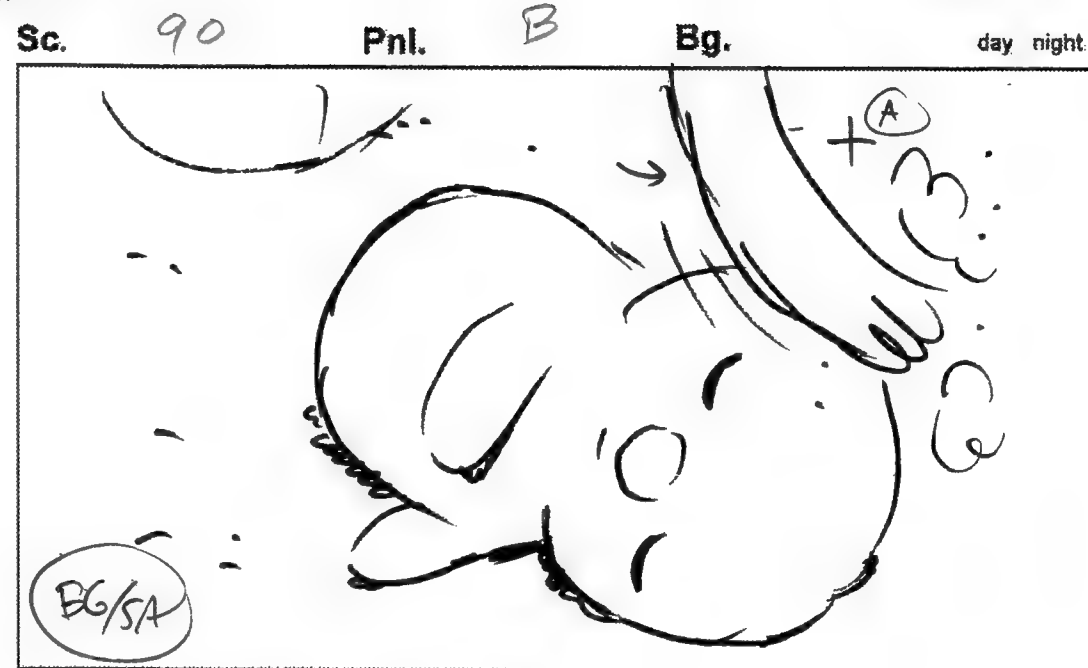
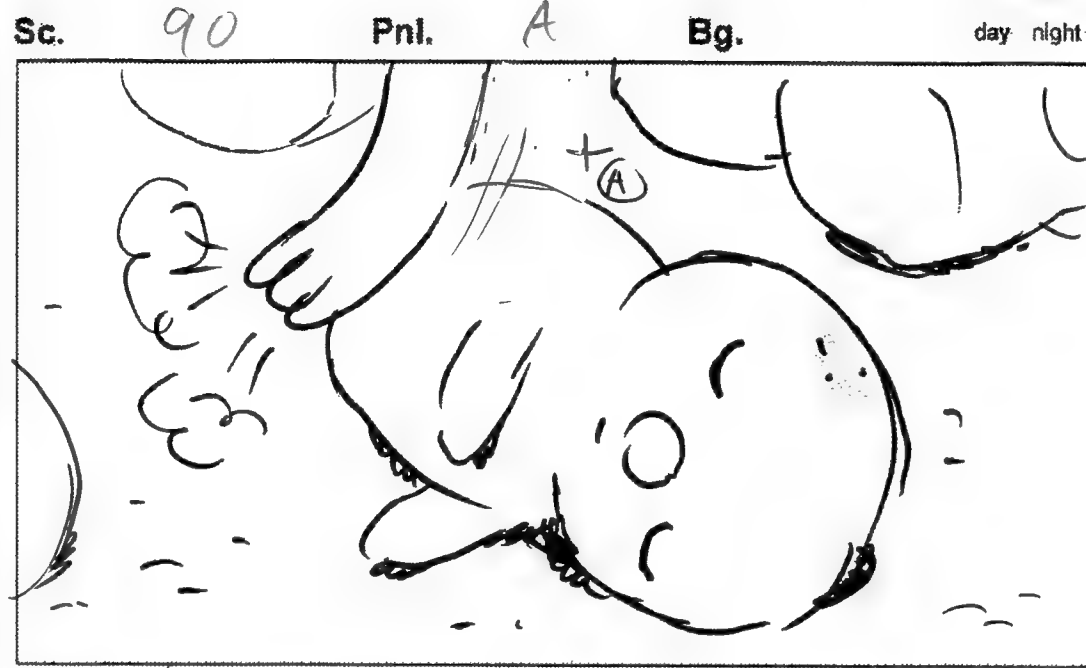
1025-183



# ADVENTURE TIME



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Dialog:

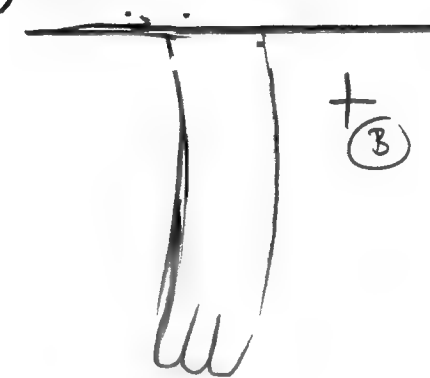
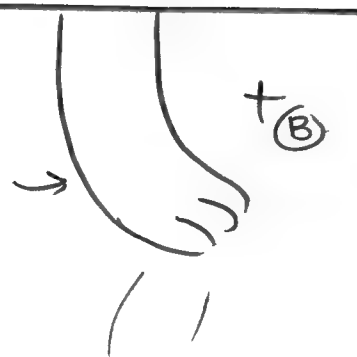
(F) (OS) this is  
why you're lying  
to em?

Action:

Timing:

Finn brushes  
dirt off villager

(F) → so they'll  
mess themselves  
up for you?!



EPISODE #

Production :

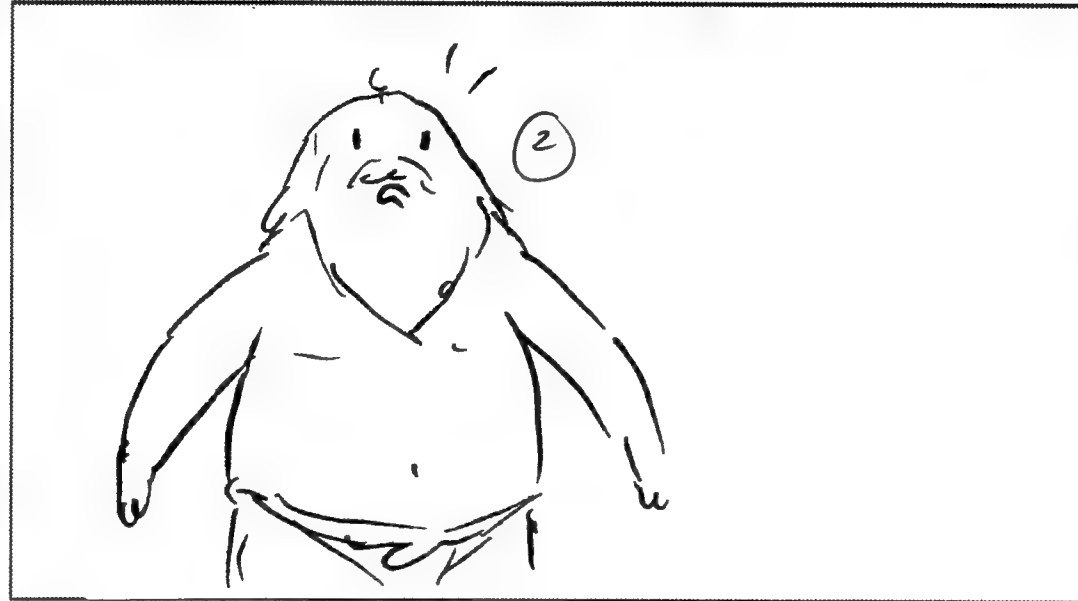
1025-183

# ADVENTURE TIME



Page 92

Sc. 91 Pnl. A Bg. day night



Sc. 91 Pnl. B Bg. day night



Dialog:

Action

Time



① What!? No, no  
no - look,

- M WALKS FORWARD AND  
KNEELS OFF/S.

EPISODE #

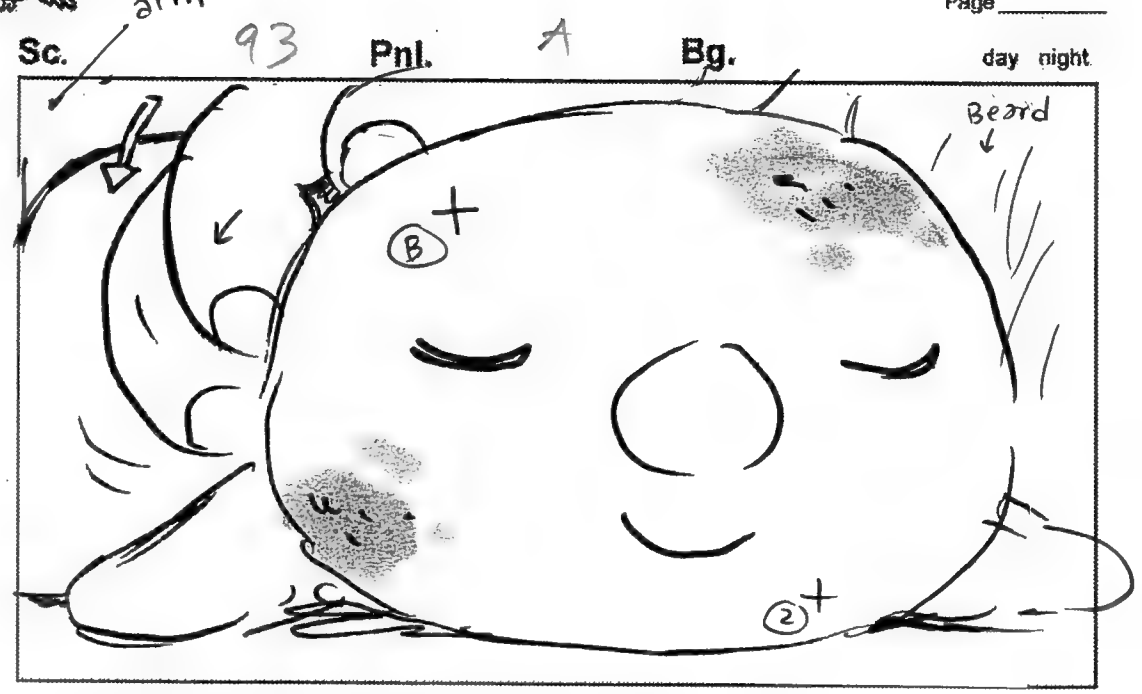
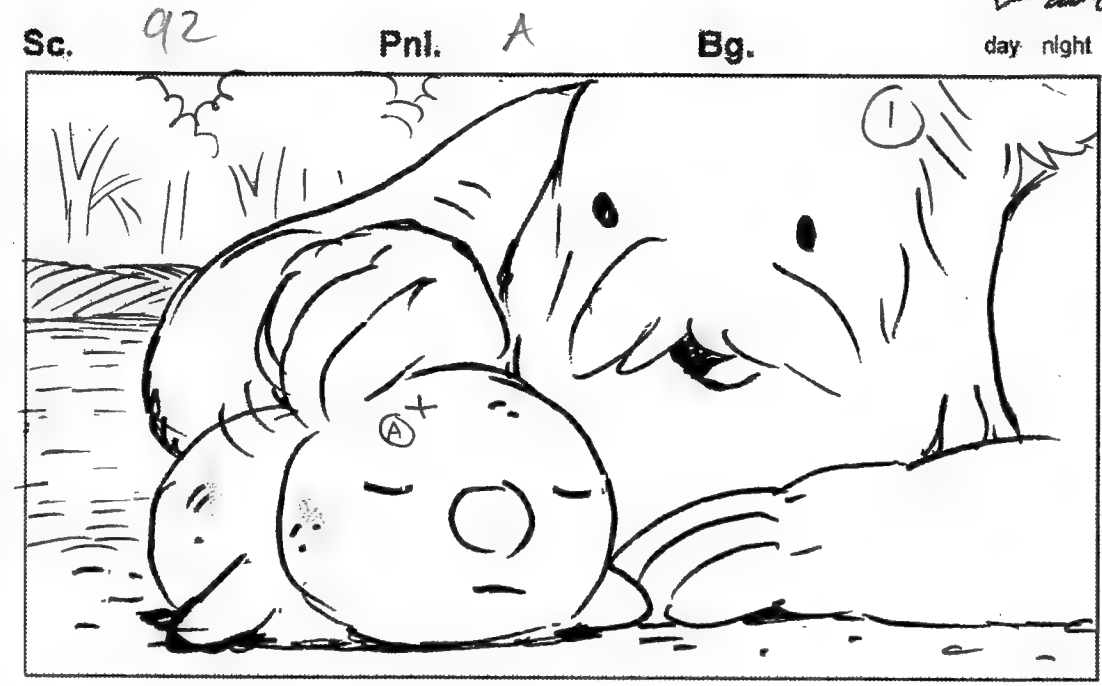
Production :

1025-183

# ADVENTURE TIME



Page 93



Dialog:

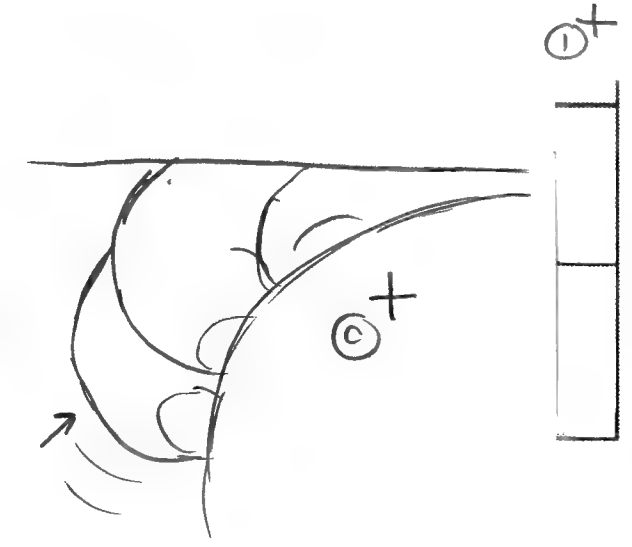
① they love it,  
② see -

DAD (OS): Goochy goochy goo.



- Dad tickles villager

A B C B C B C



Production :

EPISODE #

1025-183

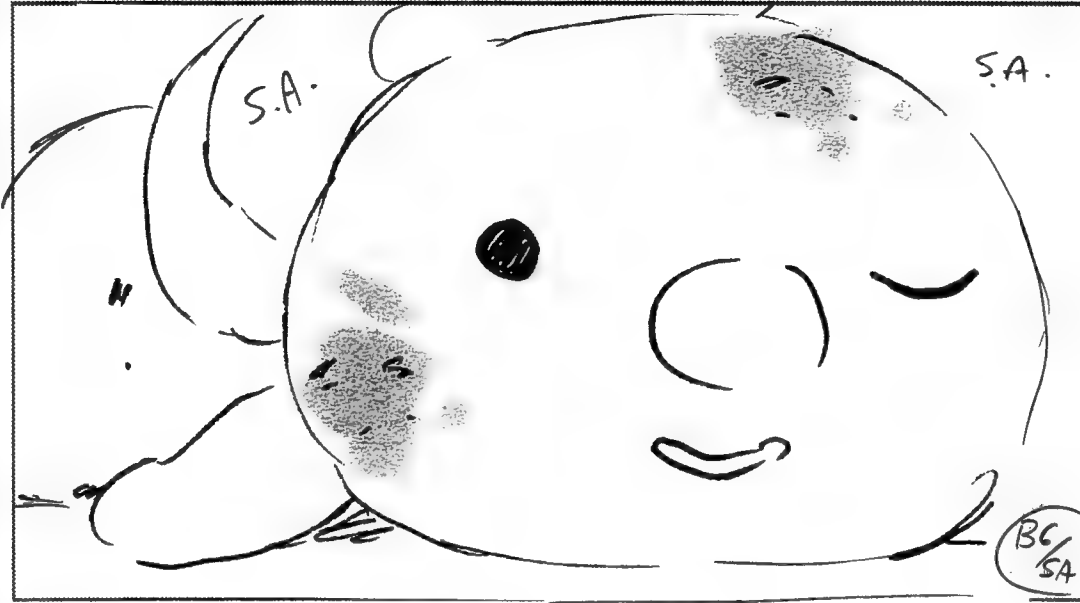
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# ADVENTURE TIME

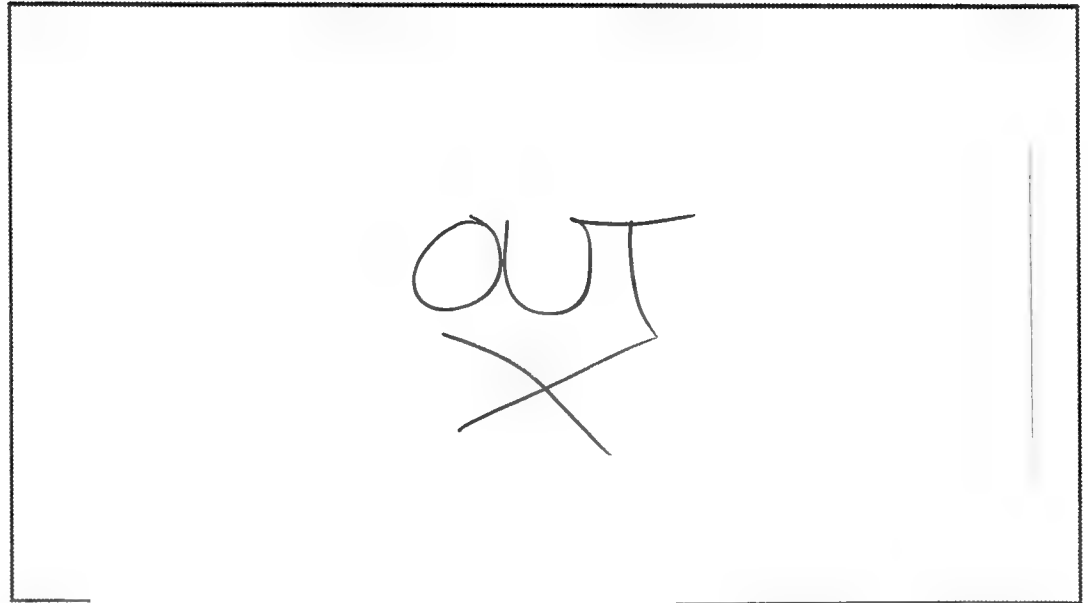


Page 94

Sc. 93 Pnl. B Bg. day night



Sc. Pnl. Bg. day night



Dialog:

① Goochy Goochy

Action:

SNAPPING  
DUDE : \*giggle\*\*

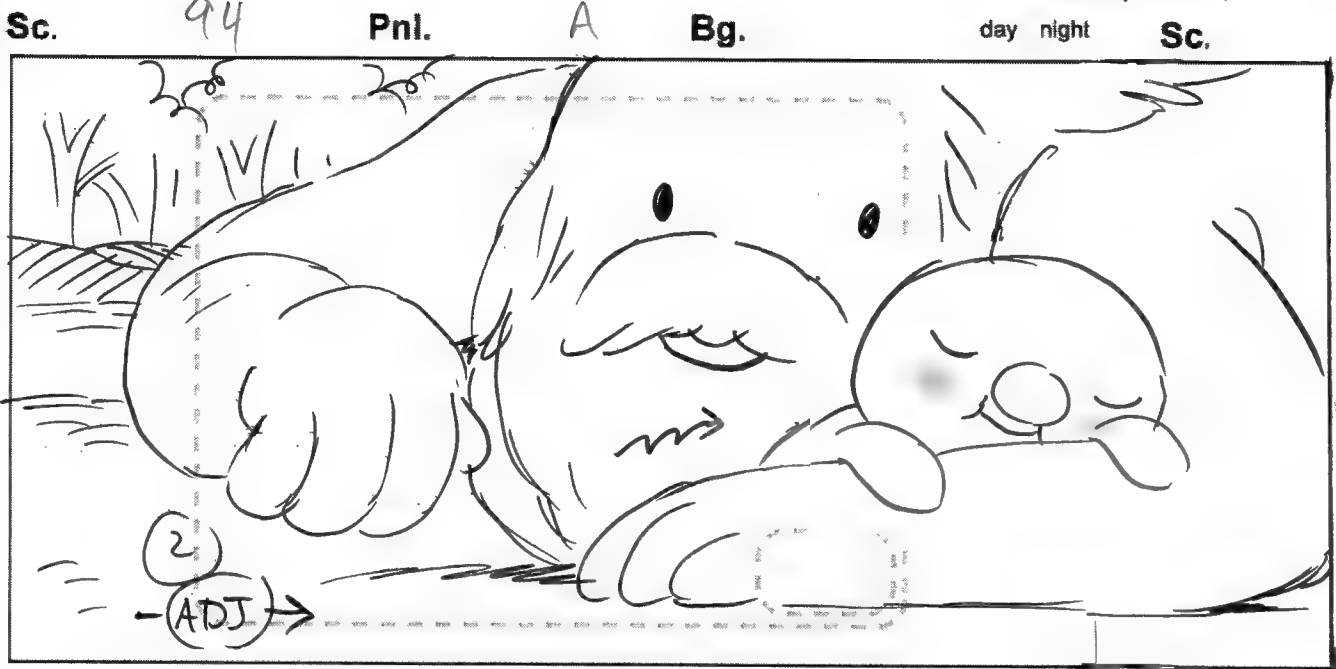
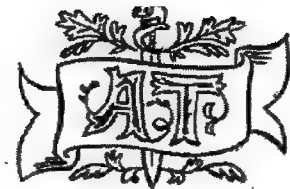
Timing:

EPISODE #

Production :

1025-183

ADVENTURE TIME



Dialog:		
Action:		- SNAPPING DUDE NUZZLES INTO CROOK OF MS ARM.
Timing:		

EPISODE #

Production :

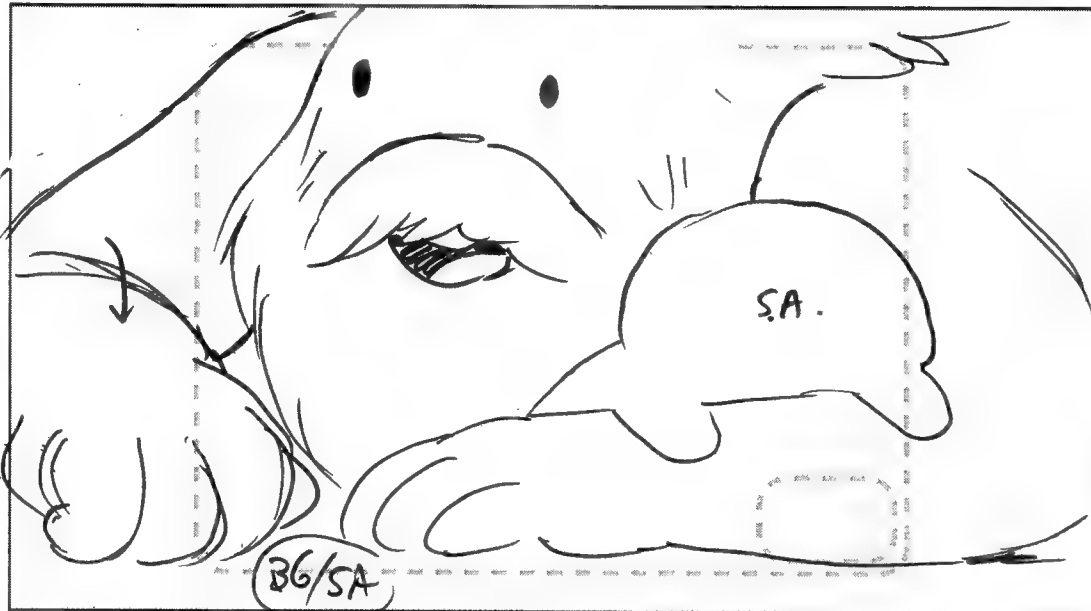
1025-183

# ADVENTURE TIME

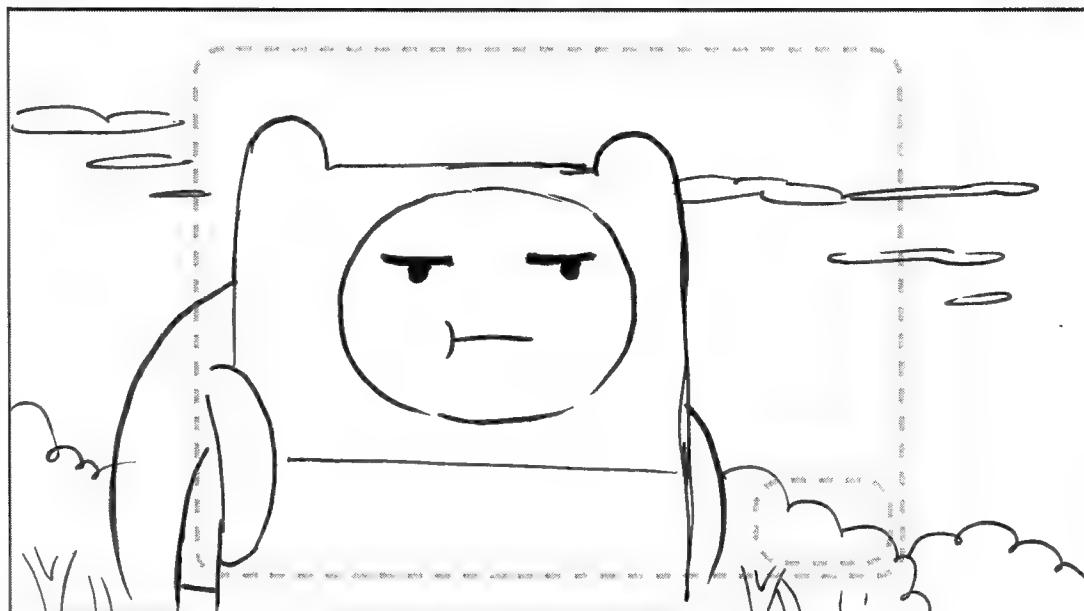


Page 96

Sc. 94 Pnl. B Bg. day night



Sc. 95 Pnl. A Bg. day night



Dialog:

(DAD): They're helping a poor old stranded man in need.

(DA) (OS) You like to help people dontcha?

Action:

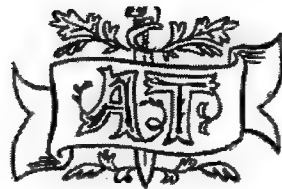
Timing:

EPISODE #

Production :

1025-183

ADVENTURE TIME

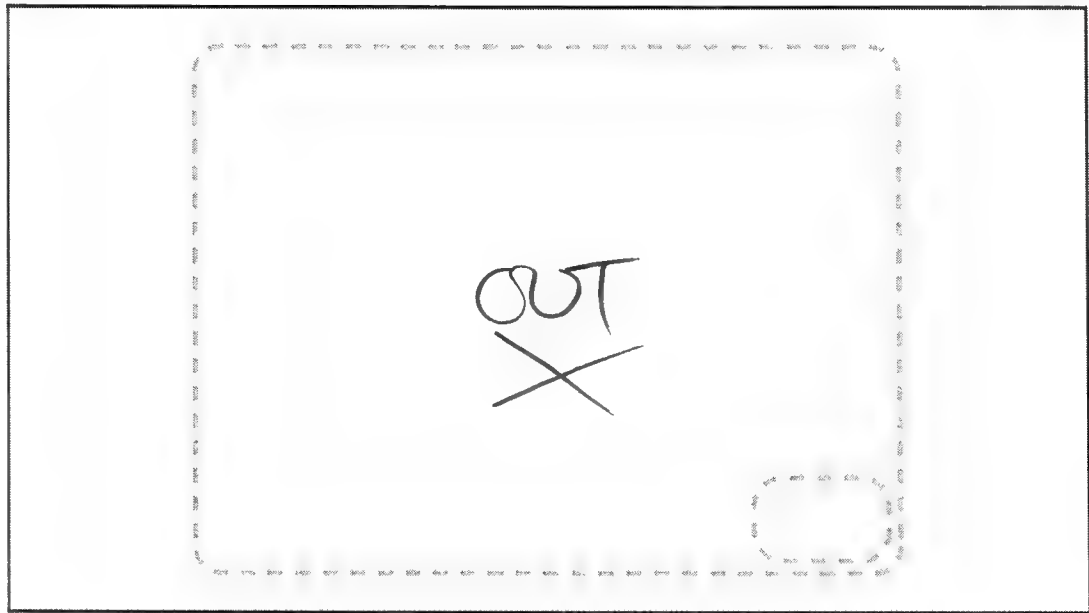


Page 97


Sc. 96 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog: PAD: ① I'd do it myself if I could,  
② but I'm too strong to fit  
through the service hatches.

Action: 

Timing:

EPISODE #

Production :

1025-183

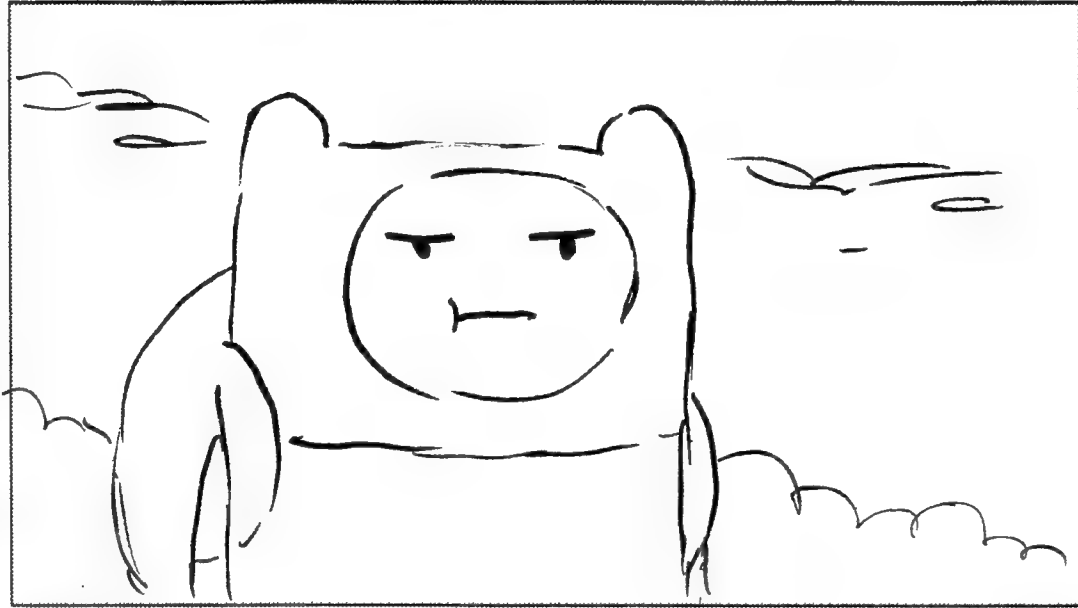
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# ADVENTURE TIME

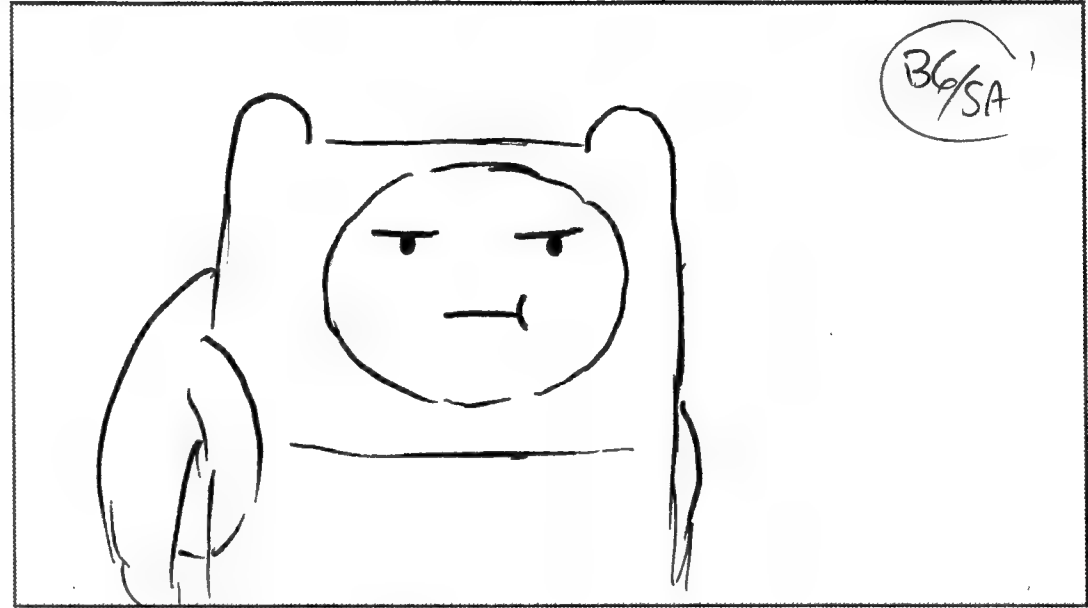


Page 98

Sc. 97 Pnl. A Bg. day night



Sc. 97 Pnl. B Bg. day night



Dialog:

Action:

Timing:

mouth  
animation?

if so, mouth  
start mid end  
poses above  
should be  
shifted?

(←) (→)

EPISODE #

Production :

1025-183

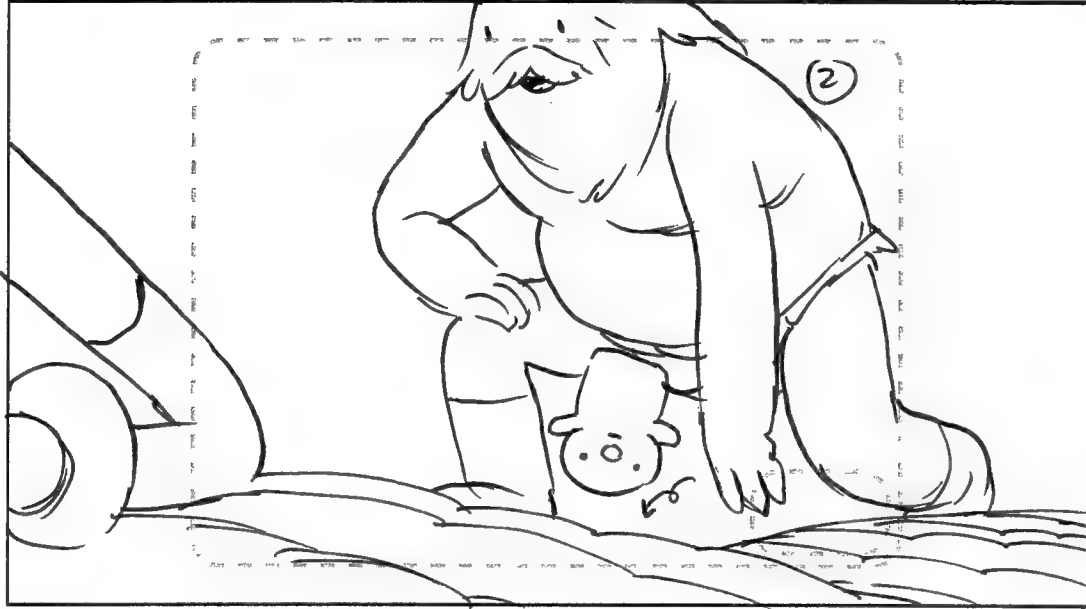


# ADVENTURE TIME

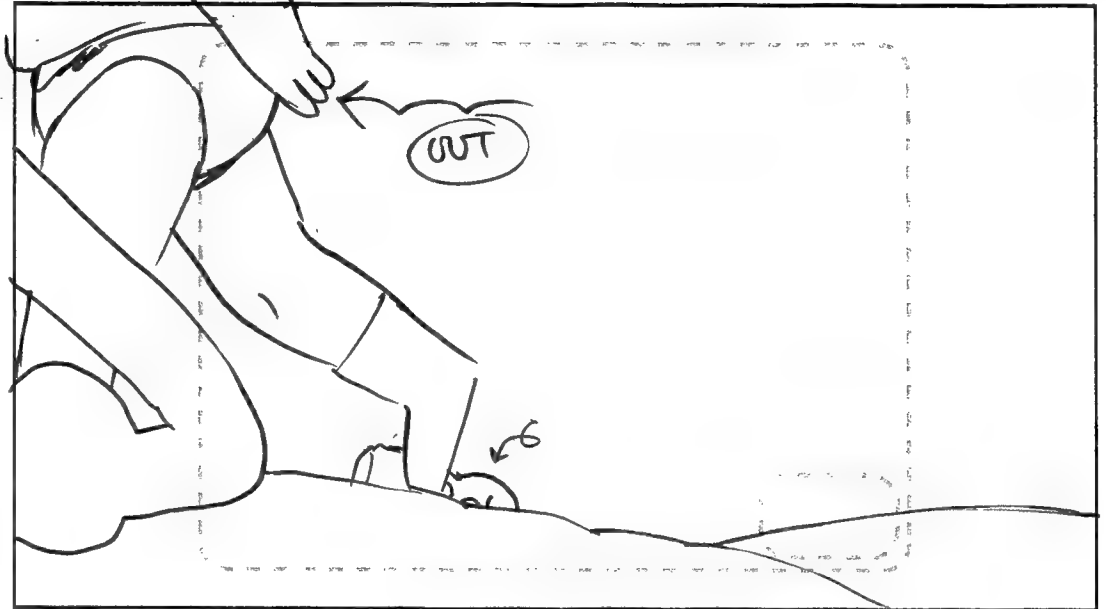


Page 99

Sc. 98 Pnl. A Bg. day night



Sc. 98 Pnl. B Bg. day night



Dialog:

DAD: C'mon, gimme a chance. I'll prove it.

Action:

Timing:



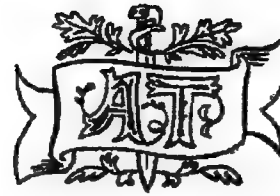
- Villager tumbles to ground as  
dad stands and walks offscreen.

EPISODE #

1025-183

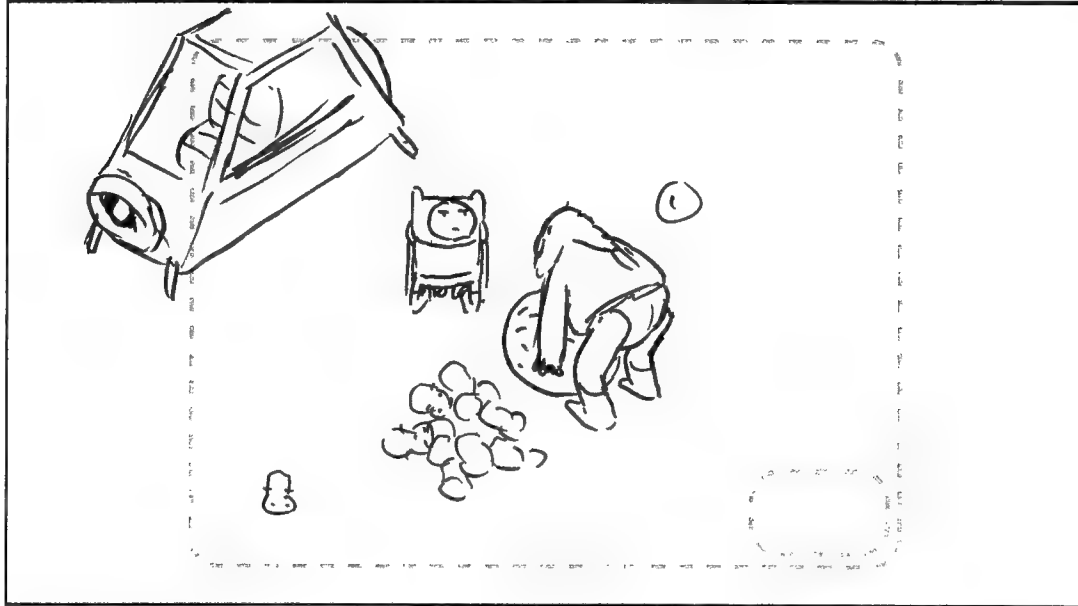
Production :

# ADVENTURE TIME



Page 100

Sc. 99 Pnl. A Bg. day night



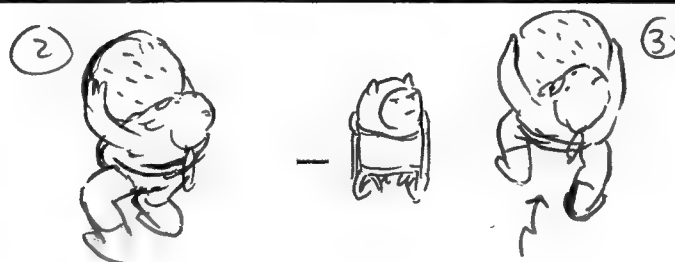
Sc. 100 Pnl. A Bg. day night



Dialog: DAD: (2) \*oof\*

(DAD) They're gonna fetch me one last piece,  
and you & I can watch 'em do it.

Action:



-Dad lifts engine and carries it toward  
escape pod.

Timing:

EPISODE #

Production :

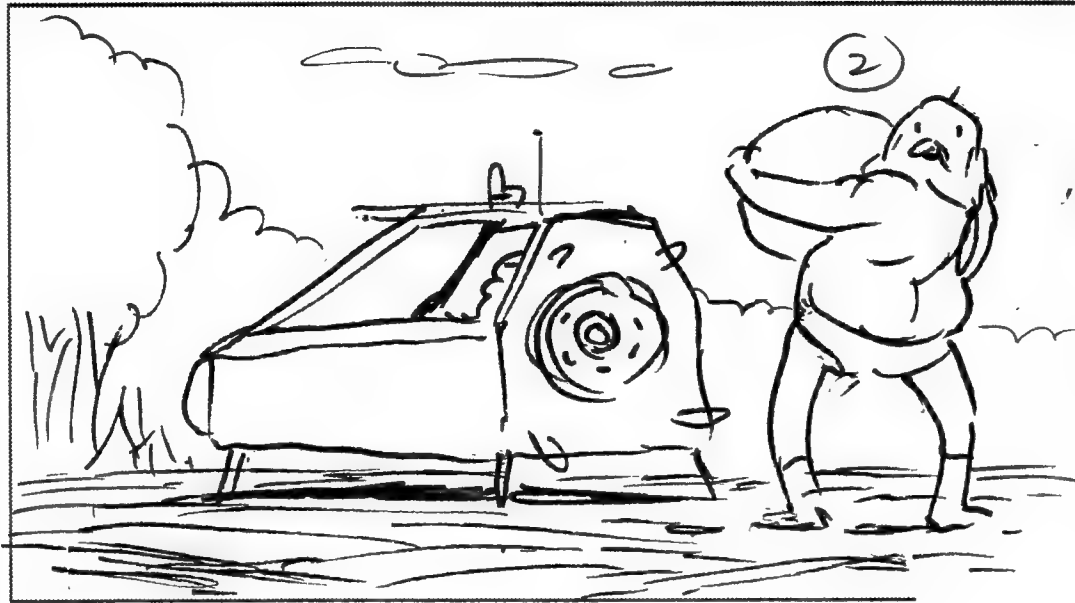
1025-183

# ADVENTURE TIME

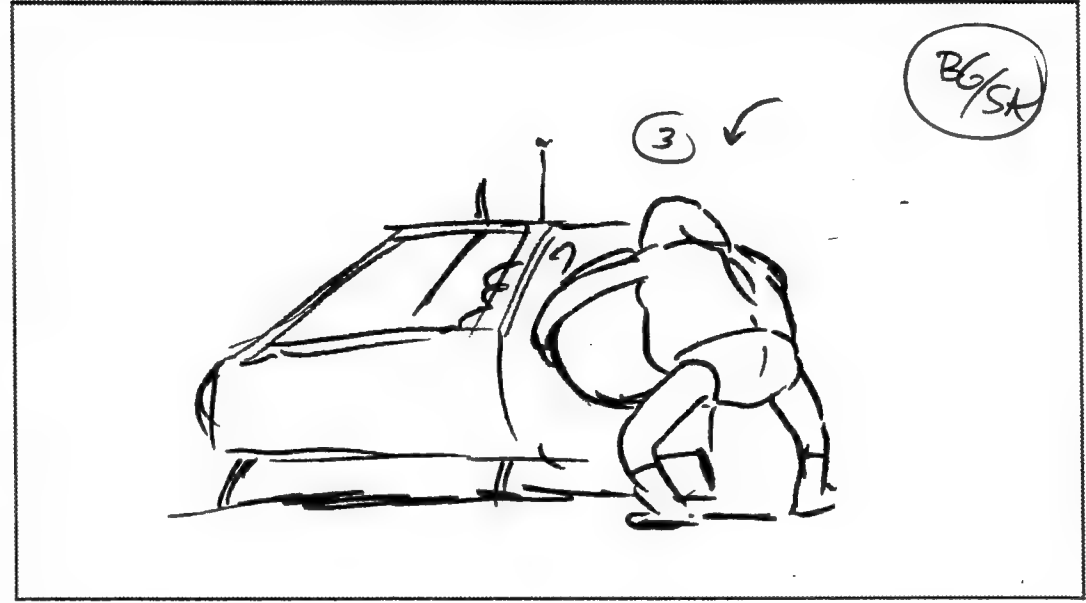


Page 101

Sc. 101 Pnl. A Bg. day night



Sc. 101 Pnl. B Bg. day night



Dialog:

① then I'll  
be outta your  
hair by  
tomorrow morning

Action:

Timing:

DAD walks  
Bow-legged, toes out

SFX: SHUNK



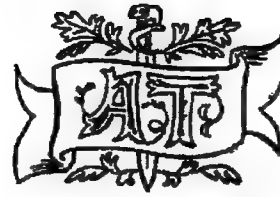
- Dad Attaches engine  
to escape pod.

EPISODE #

Production :

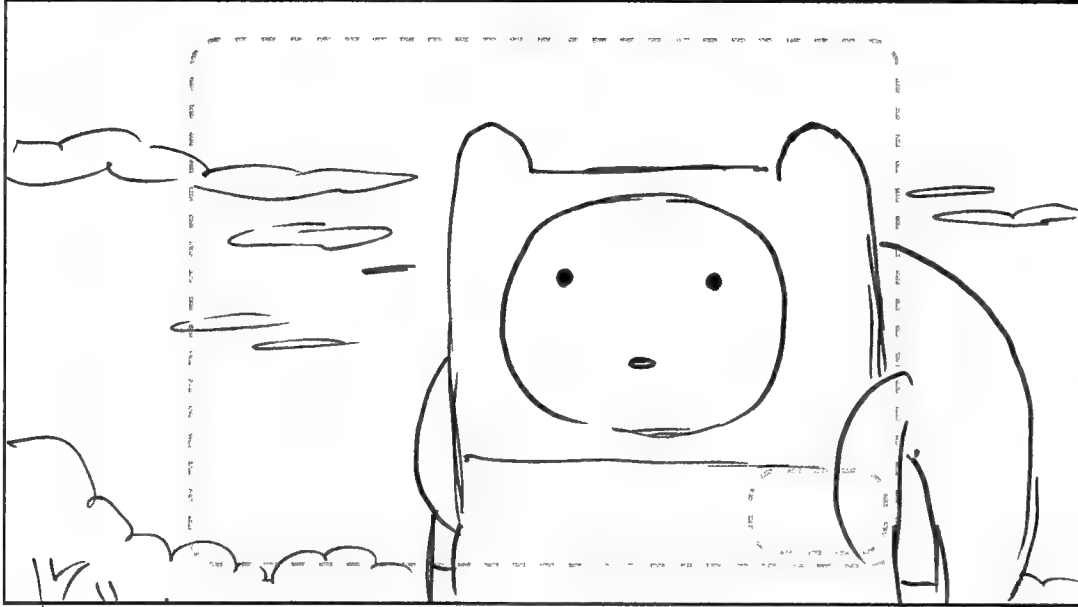
1025-183

# ADVENTURE TIME

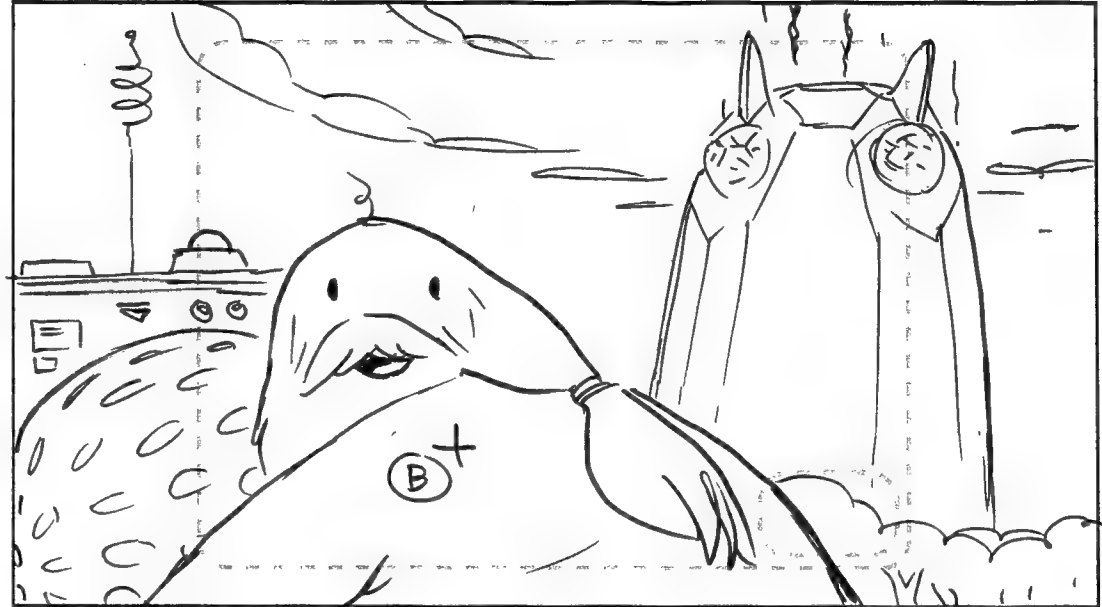


Page 102

Sc. 102 Pnl. A Bg. day night



Sc. 103 Pnl. A Bg. day night



Dialog: SFX: \* ratchet noises \*  
(F) (quiet, almost to self) Oh... right.

(DAD) (A) (B) Yeah, don't worry -

Action:

Timing:



EPISODE #

Production :

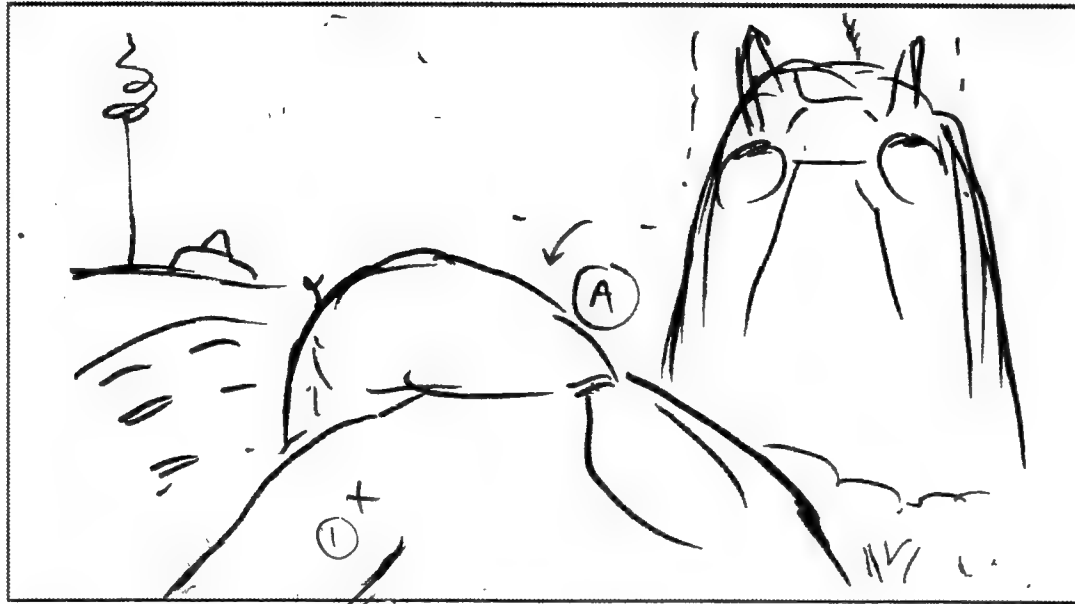
1025-183

# ADVENTURE TIME

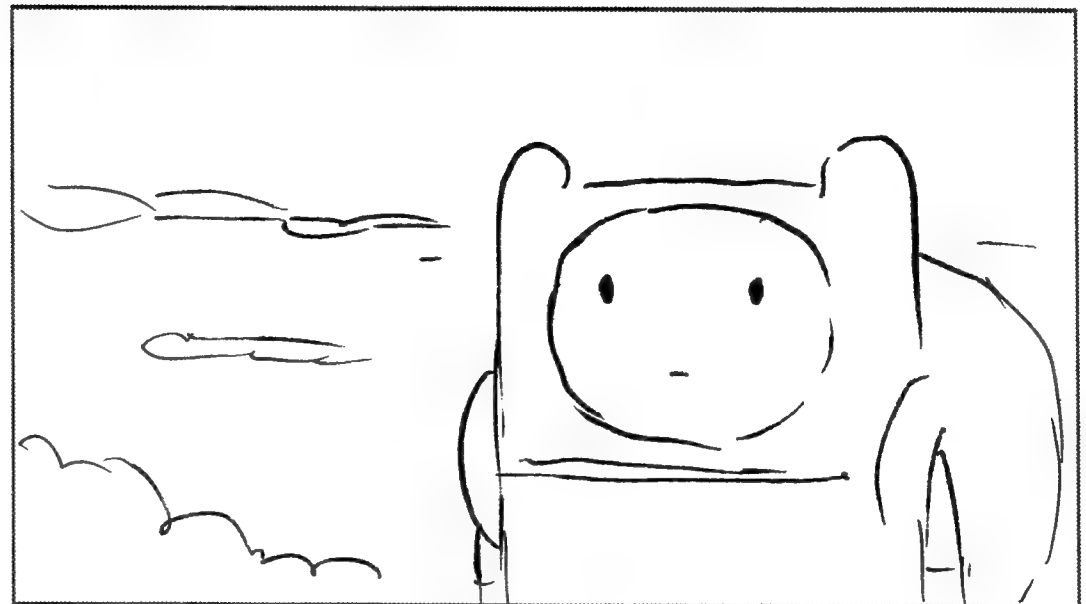


Page 103

Sc. 103 Pnl. B Bg. day night



Sc. 104 Pnl. A Bg. day night



Dialog:

(D) I know I'm crampin'  
(A) your style down  
here, (SFX:) tool noises

Action:

Timing:

Dad's arms move  
tool (1) (2) (1) (2) etc.

(D) (OS) → amirite?  
eh?



EPISODE #

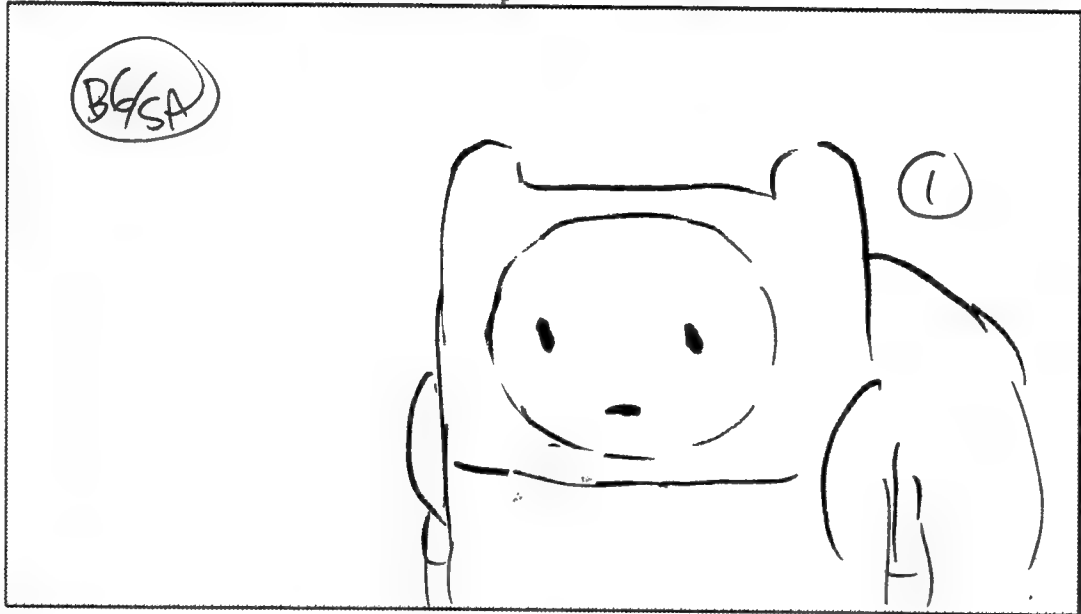
1025-183

Production :

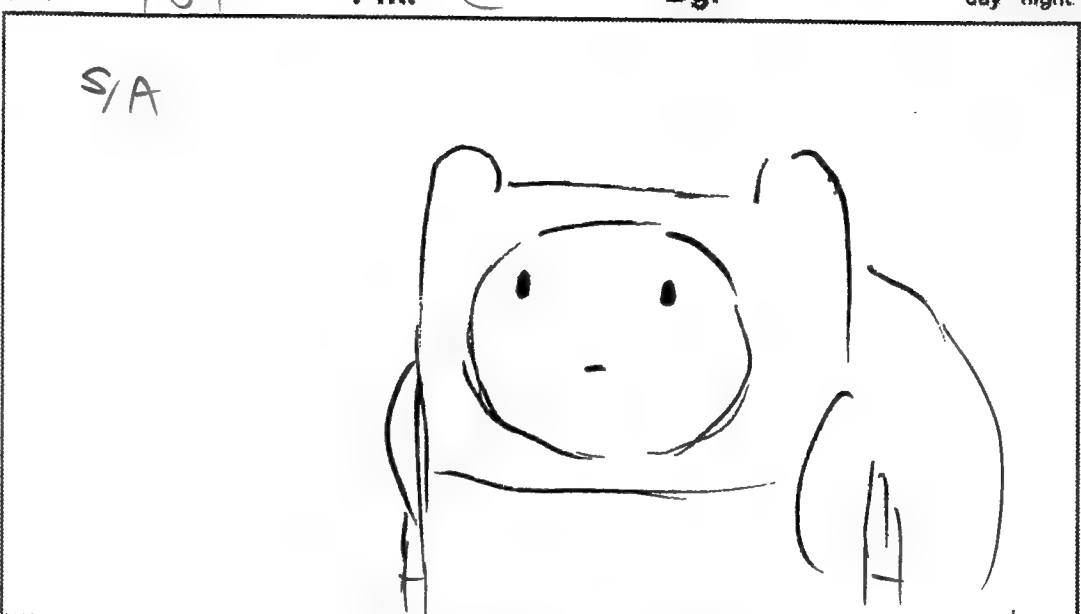
ADVENTURE TIME



Sc. 104 Pnl. B Bg. day night



Sc. 104 Pnl. C Bg. day night



Dialog:	(F) ① uh... yeah... ② yeah I gue -	(D) (POSITIVE) Sure I am! 65
Action:		
Timing:	②	

EPISODE #

Production :

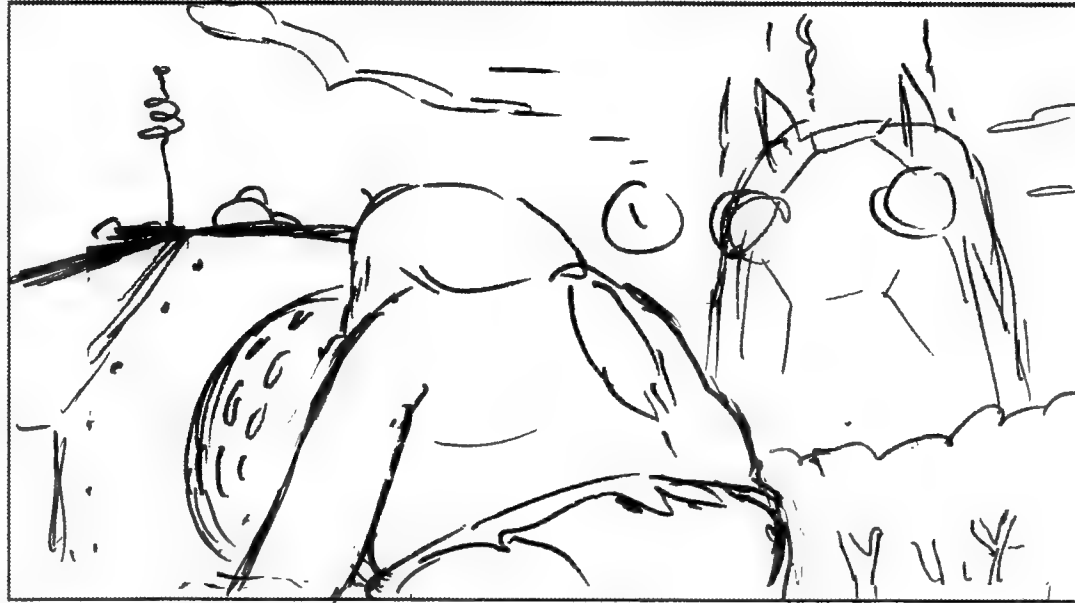
1025-183

# ADVENTURE TIME



Page 105

Sc. 105 Pnl. A Bg. day night



Sc. 105 Pnl. B Bg. day night



Dialog:

Action:

Timing:

(D) Now lets go  
fetch that  
piece!

EPISODE #

Production :

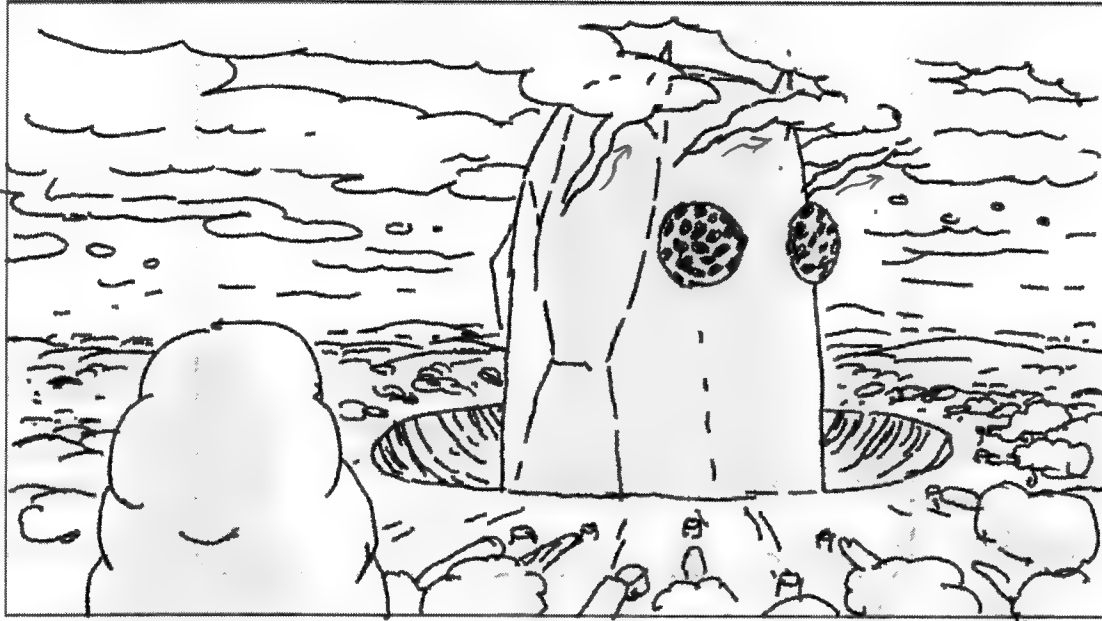
1025-183

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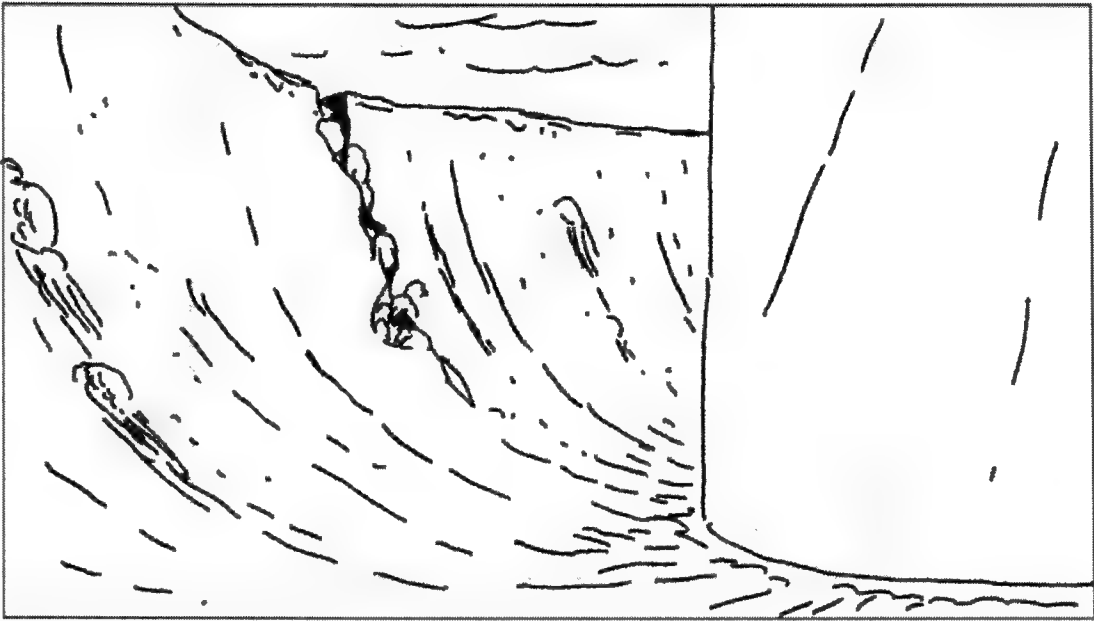
ADVENTURE TIME



Sc. 106 Pnl. A Bg. day night



Sc. 107 Pnl. A Bg. day night



Dialog:	
Action:	<ul style="list-style-type: none"><li>- HAZY MAYBE? LIKE L.A. HAZE?</li><li>- SMOKE COMING OFF OF THE SHIP IN A COUPLE OF PLACES</li></ul> <div>B.G. REF.</div>
Timing:	

Production :

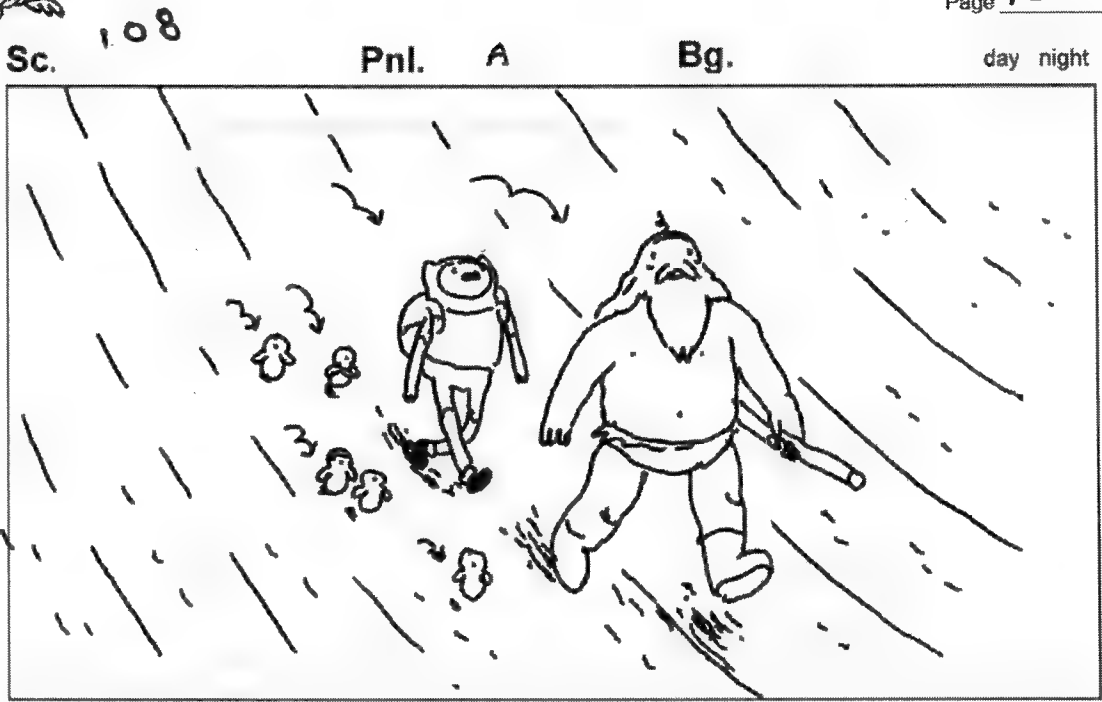
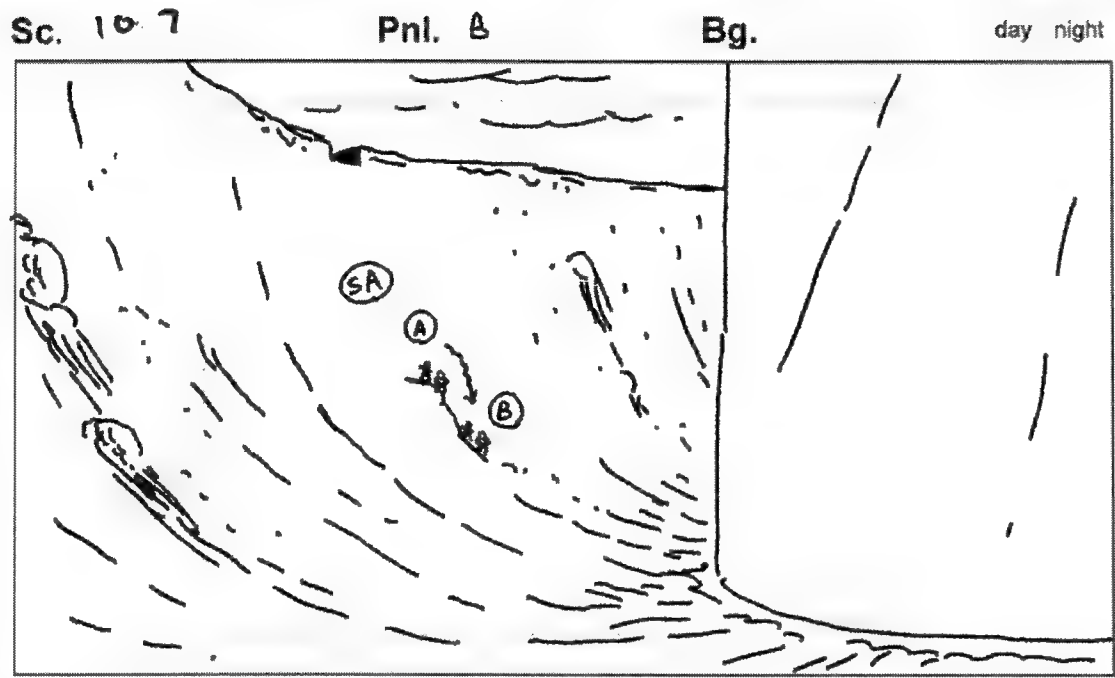
EPISODE #

1025-183



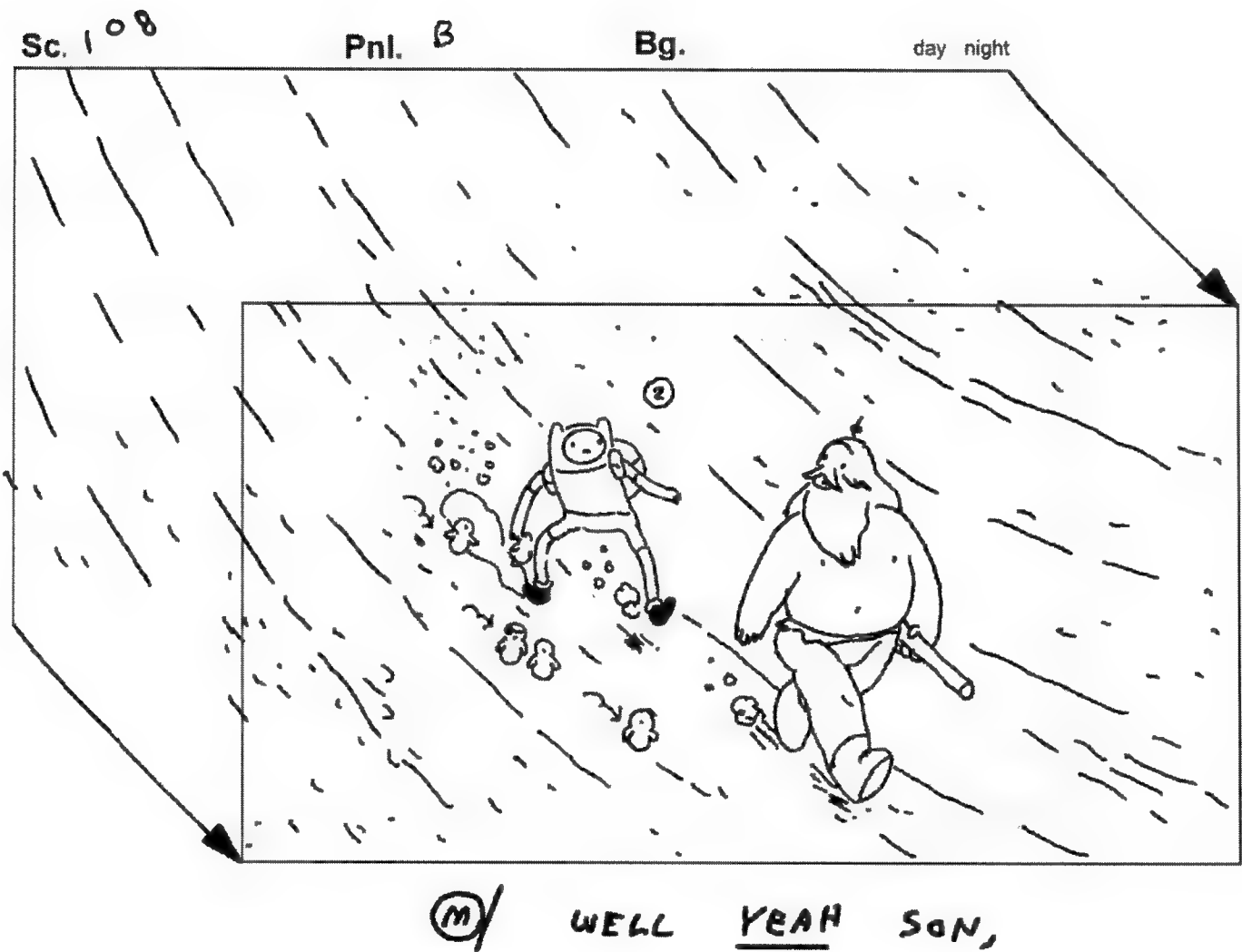
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ADVENTURE TIME



Dialog:	ⓔ IT'S REALLY WARM DOWN HERE.
Action:	F+M DESCENDING THE CAATER.
Timing:	

ADVENTURE TIME



FINN STUMBLES.

(F) (CHECKING HIMSELF)

Production :

EPISODE #

1025-183

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ADVENTURE TIME



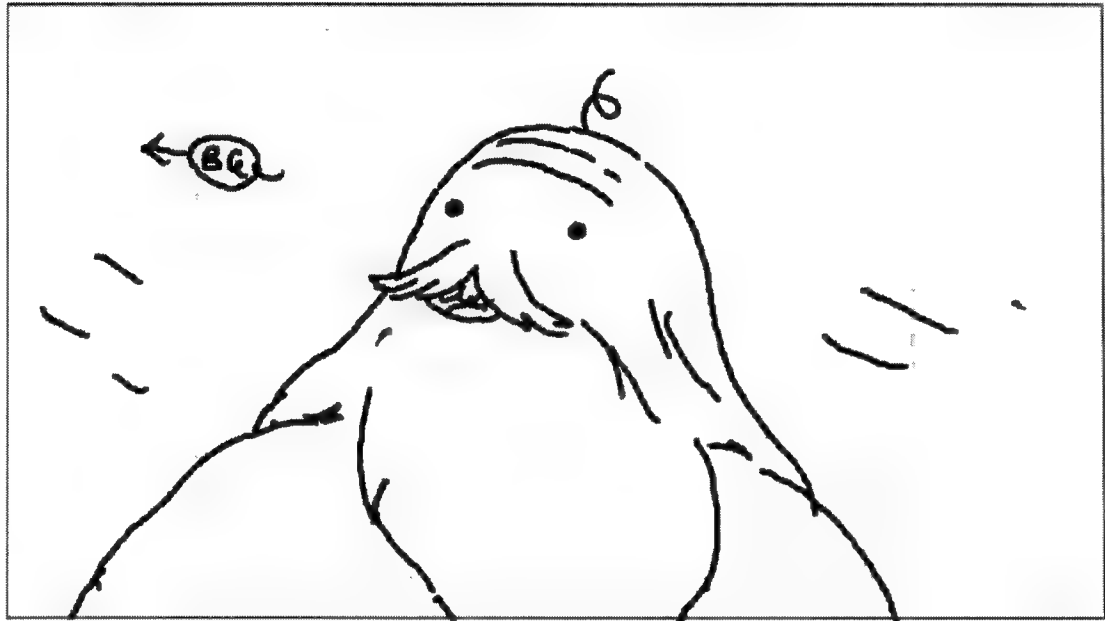
Page 109

Sc. 109

Pnl. A

Bg.

day night



Sc. 109

Pnl. B

Bg.

day night



Dialog:

(M) THAT'S JUST THE SHIP COOKIN'. (M)(CONT.) IT COOKS!  
ONE THING ABOUT THIS SHIP,

Action:

Timing:

EPISODE #

Production :

1025-183

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# ADVENTURE TIME



Page 110

Sc. 110

Pnl. A

Bg.

day night

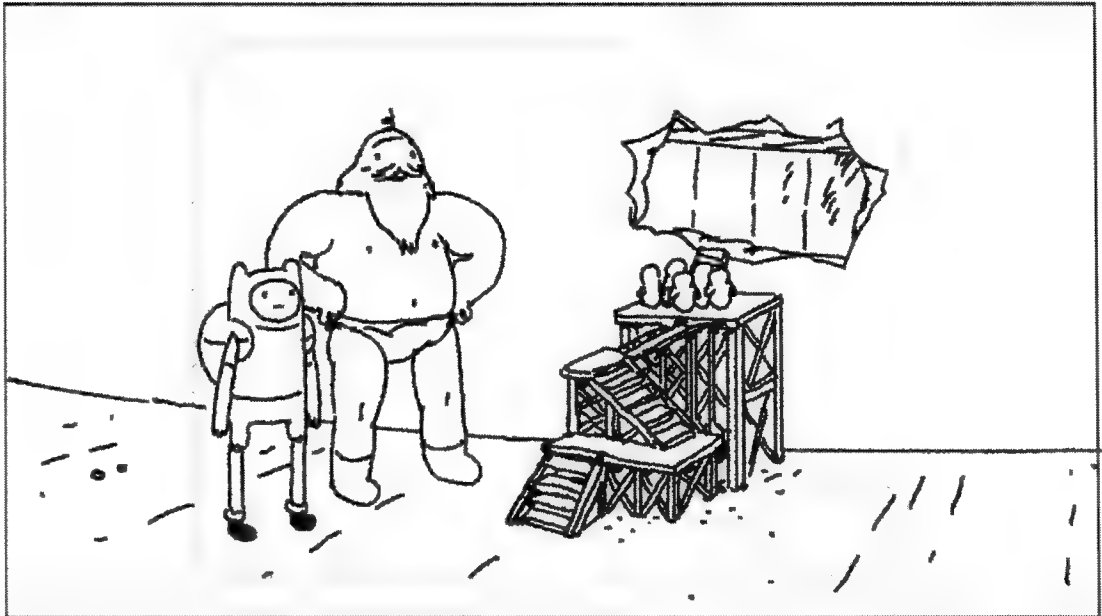


Sc. 110

Pnl. B

Bg.

day night



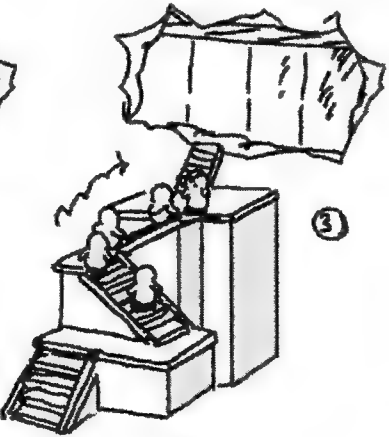
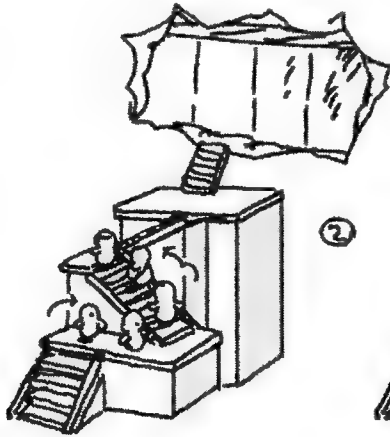
Dialog:

F SHOULD IT BE COOKING?

M NAH BUT THAT'S  
JUST REAL LIFE.

Action:

Timing:

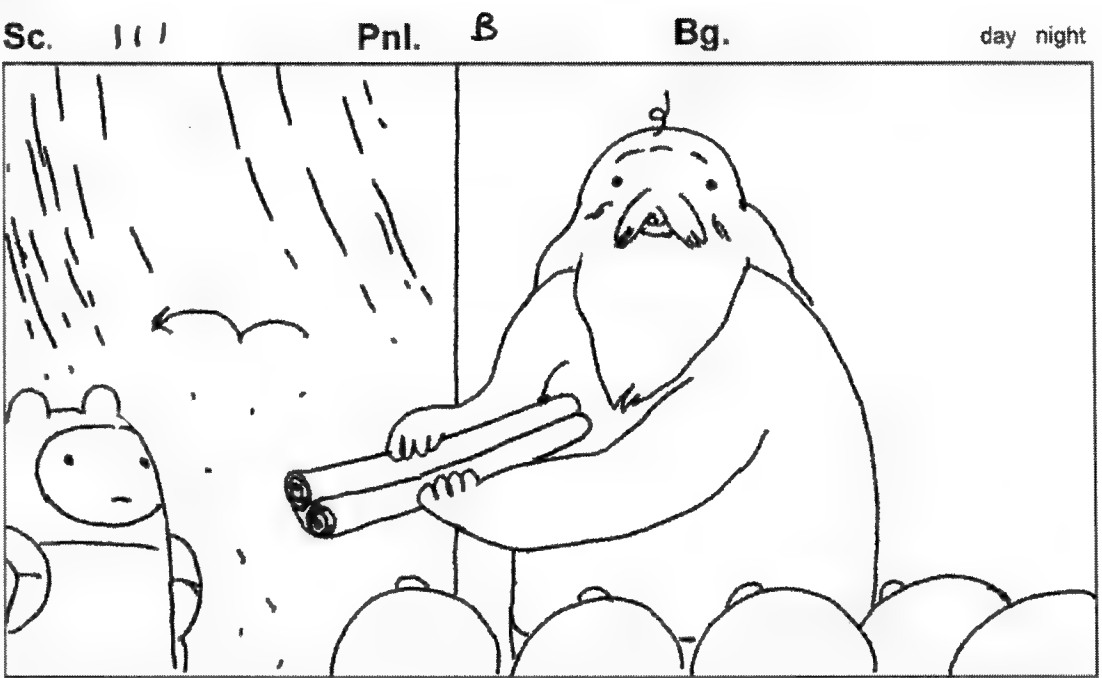
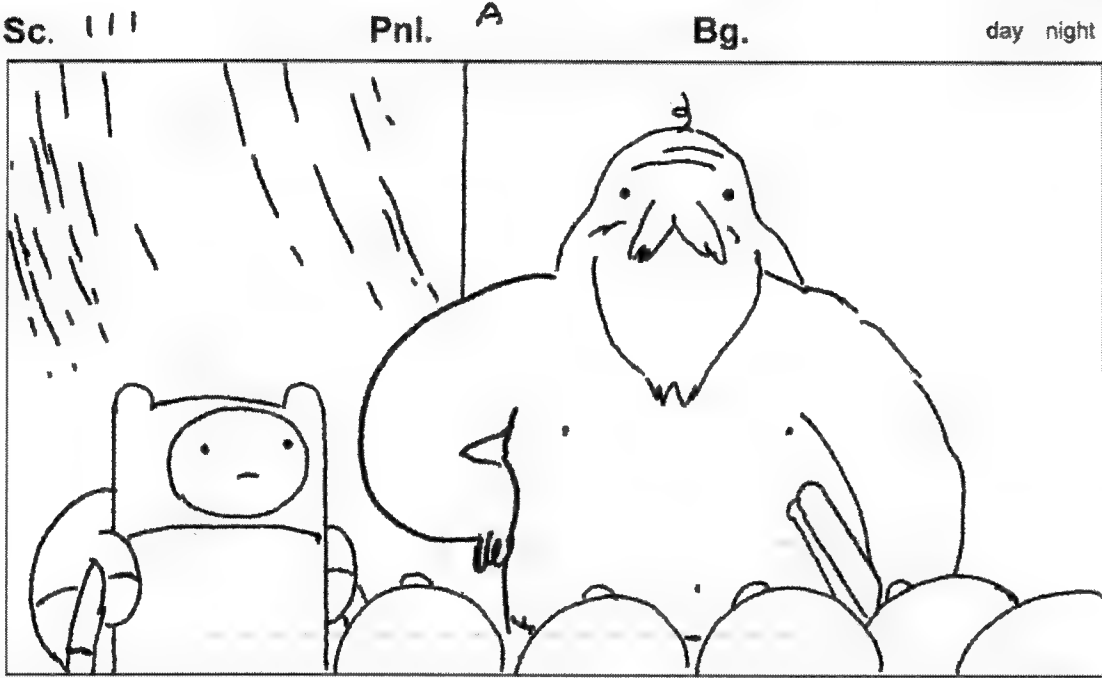


EPISODE #

1025-183

Production :

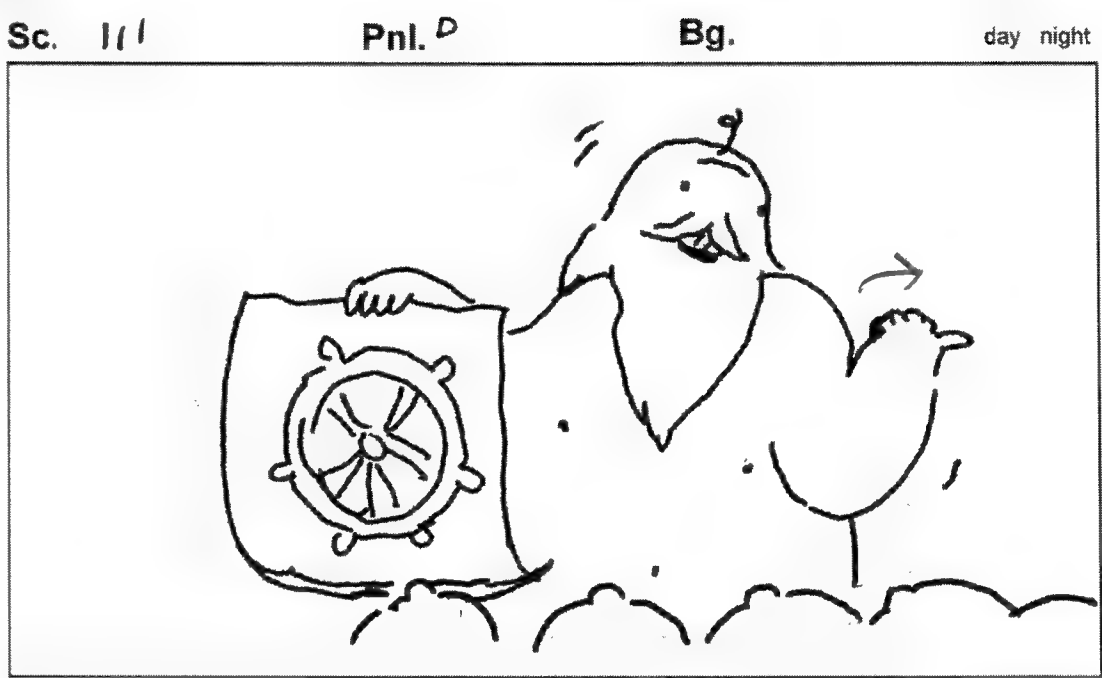
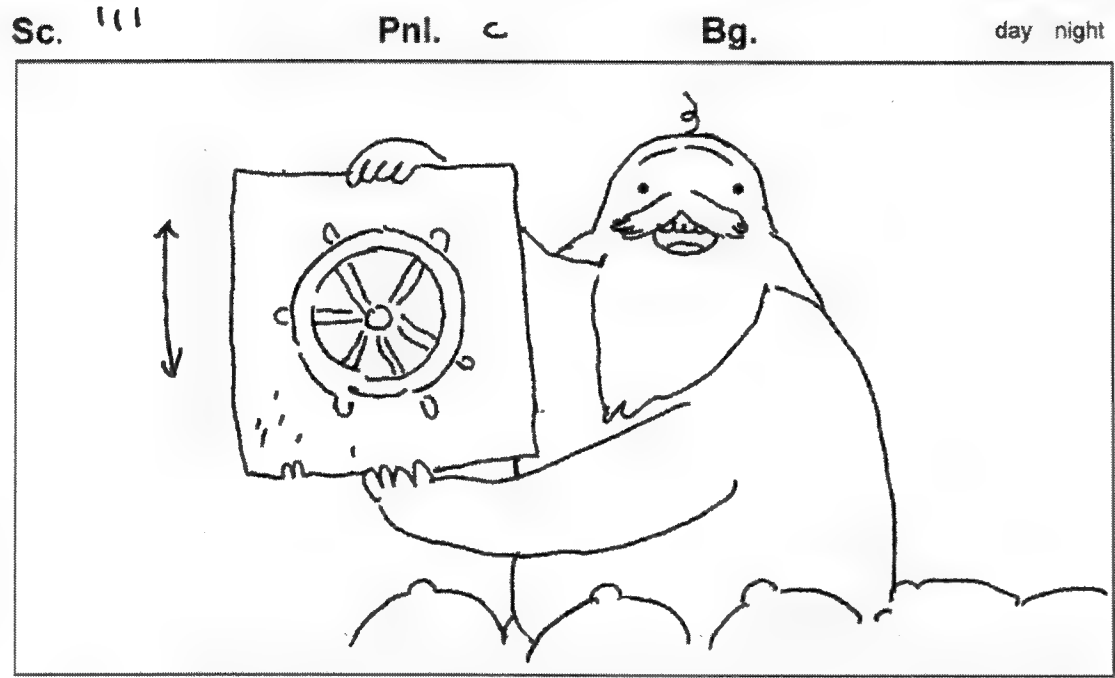
ADVENTURE TIME



Dialog:	(M) OKAY, BABIES! I NEED - (ALT) OKAY, DUDES! I NEED -
Action:	S. P.
Timing:	

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ADVENTURE TIME



Dialog: (M) (scare) THIS PIECE. IT'S A STEERING WHEEL. IT'S IN THE STEERING ROOM.

Action: JUST A DRAWING

Timing:

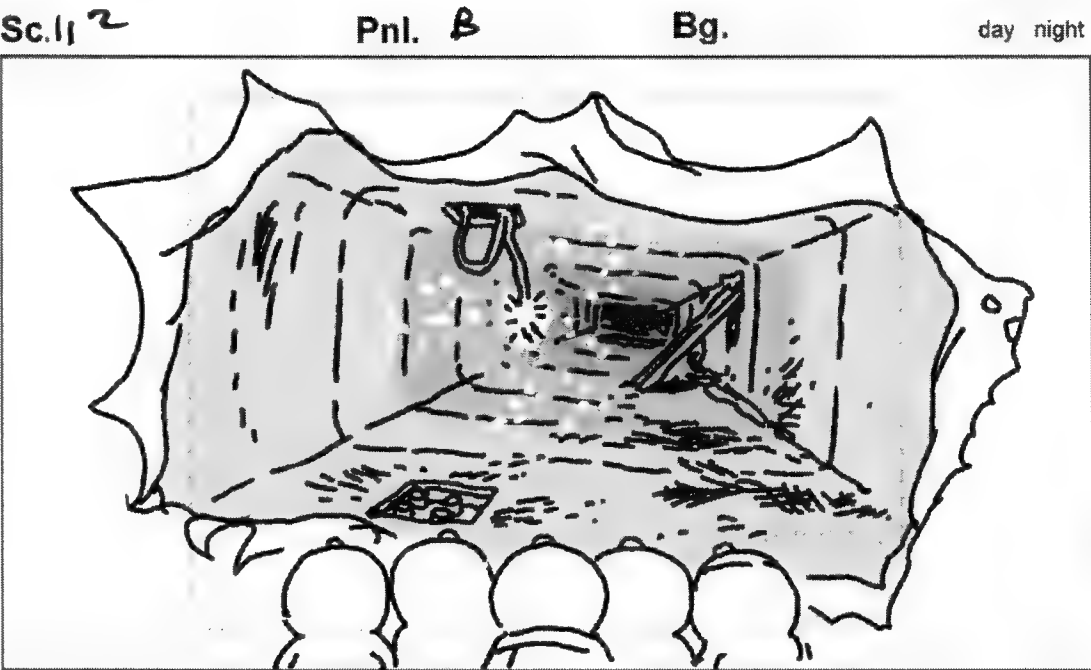
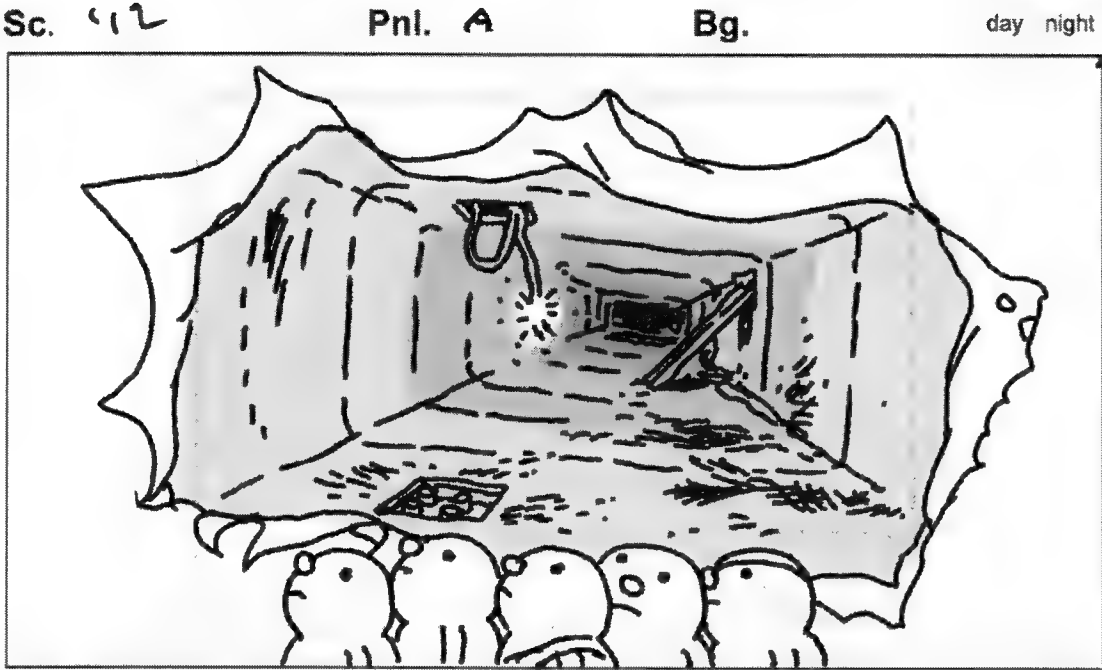
(M) SO IN YA GO!

EPISODE # 1025-183

Production :

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ADVENTURE TIME



Dialog:	SFX: * ZZZT *
Action:	SPARKS FLYING, WIRES WHIPPIN'. ↗ -DUDES TURN
Timing:	

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ADVENTURE TIME



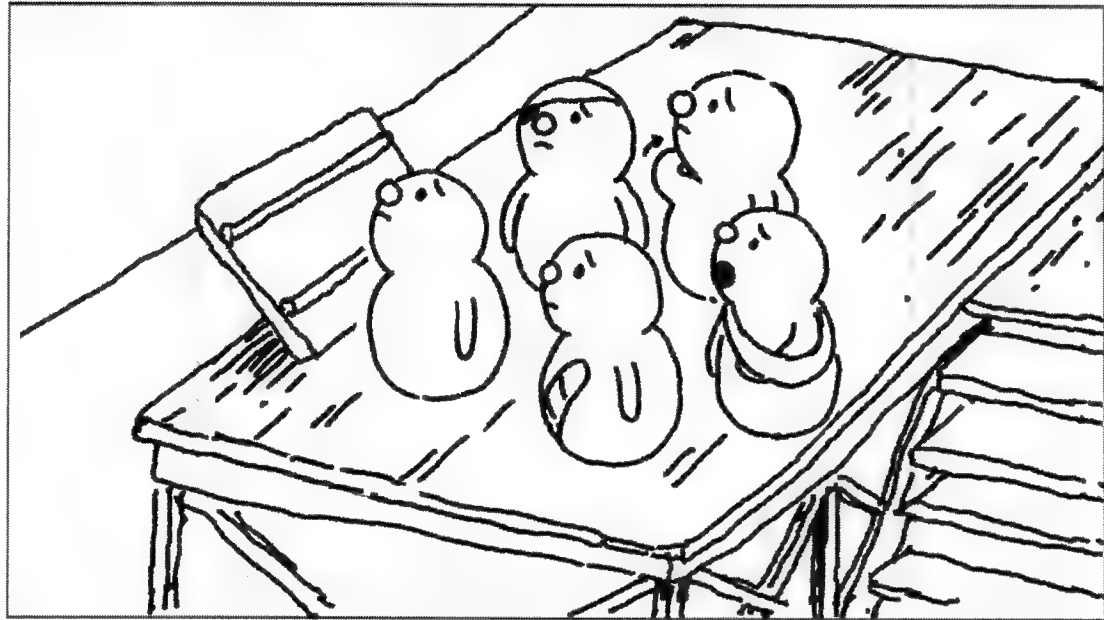
Page 114

Sc. 113

Pnl. A

Bg.

day night

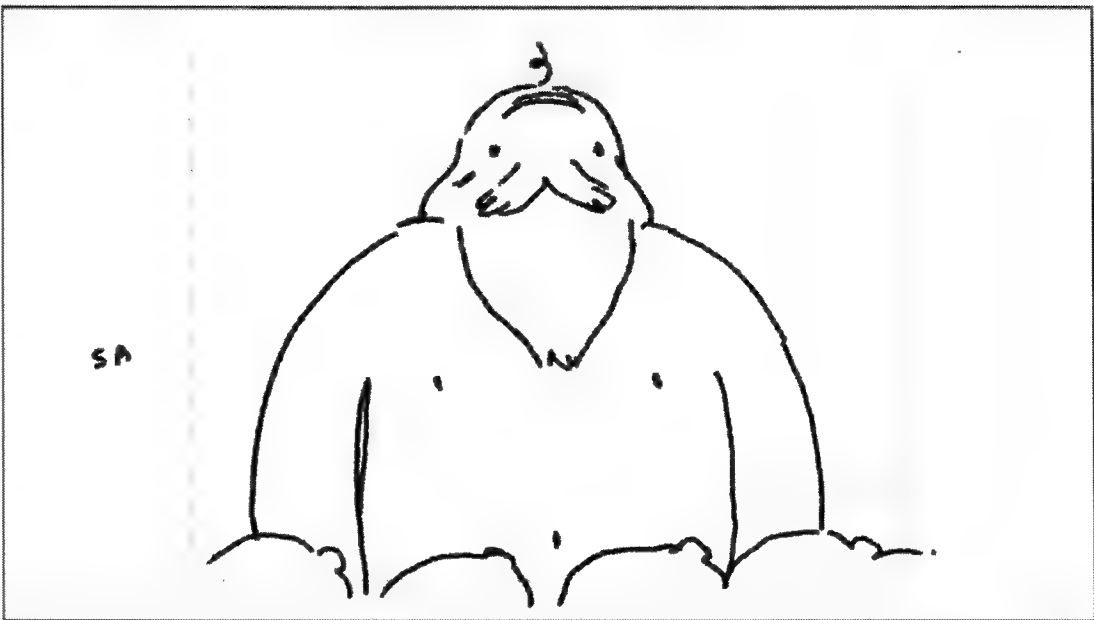


Sc. 114

Pnl. A

Bg.

day night



Dialog:

SLING DUDE / HEAVY EXHALE

Action:

S.P.

Timing:

Production :

EPISODE #

1025-183



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ADVENTURE TIME

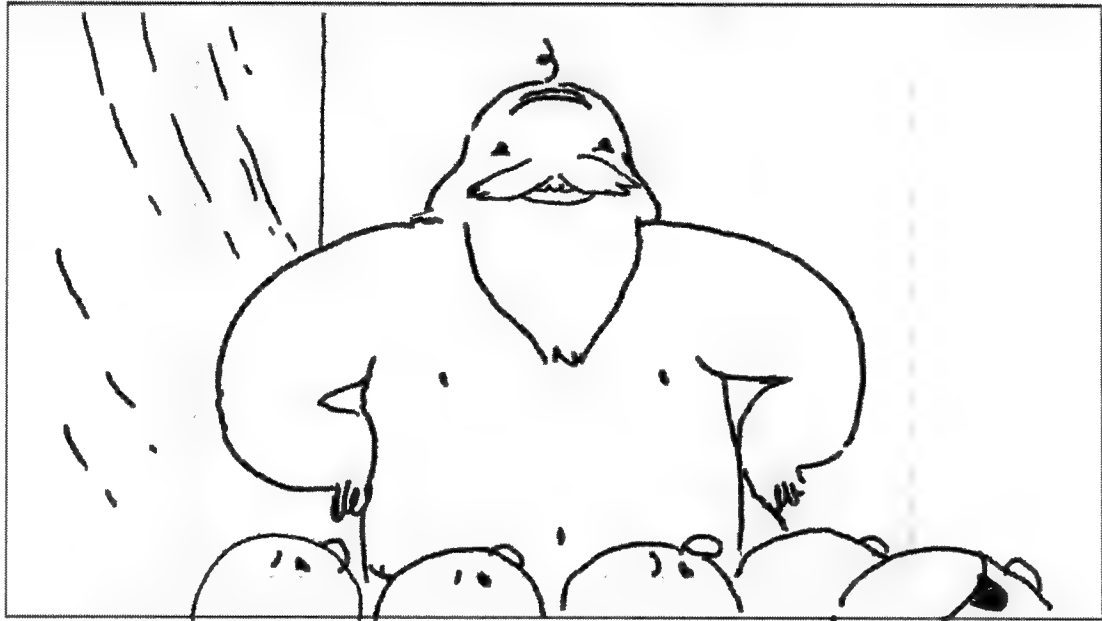


Sc. 114

Pnl. B

Bg.

day night

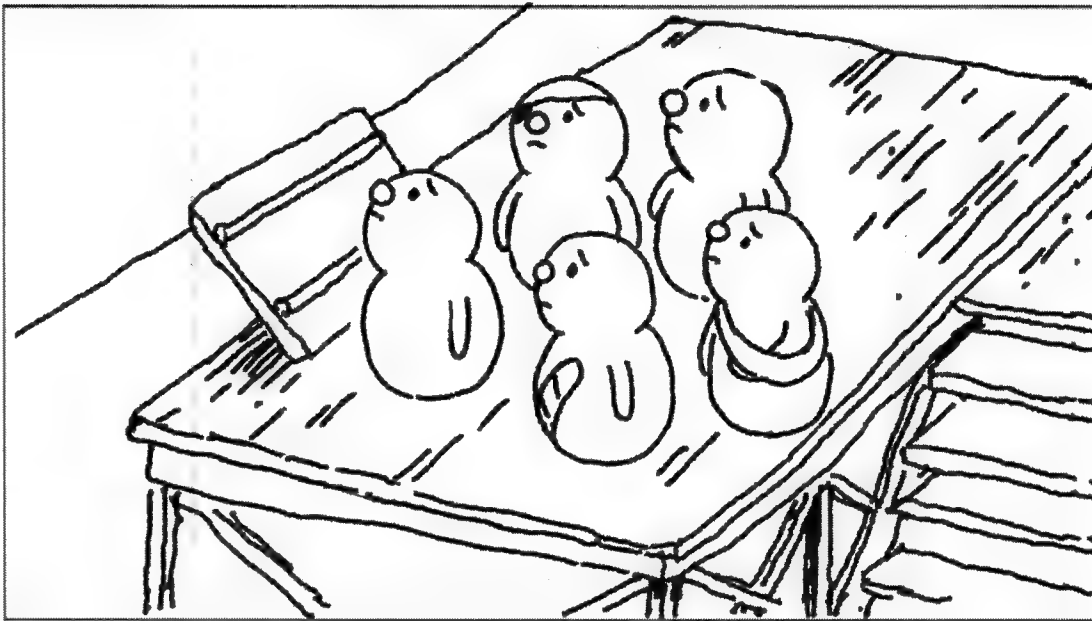


Sc. 115

Pnl. A

Bg.

day night



Dialog:

① COM'ON NOW,  
LAST ONE IN BREAKS  
TREE SPIRIT'S HEART!

Action:

Timing:

EPISODE # 1025-183  
Production :

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ADVENTURE TIME



Sc. 115 Pnl. B Bg. day night

Sc. 115 Pnl. C Bg. day night

Dialog:	Ⓢ WAIT, WAIT, WAIT!
Action:	- DUDES START TO HOP OFF, - F. RUSHES ON/S WAVING ARMS - DUDES STOP.
Timing:	

EPISODE # 1025-183  
Production :

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# ADVENTURE TIME



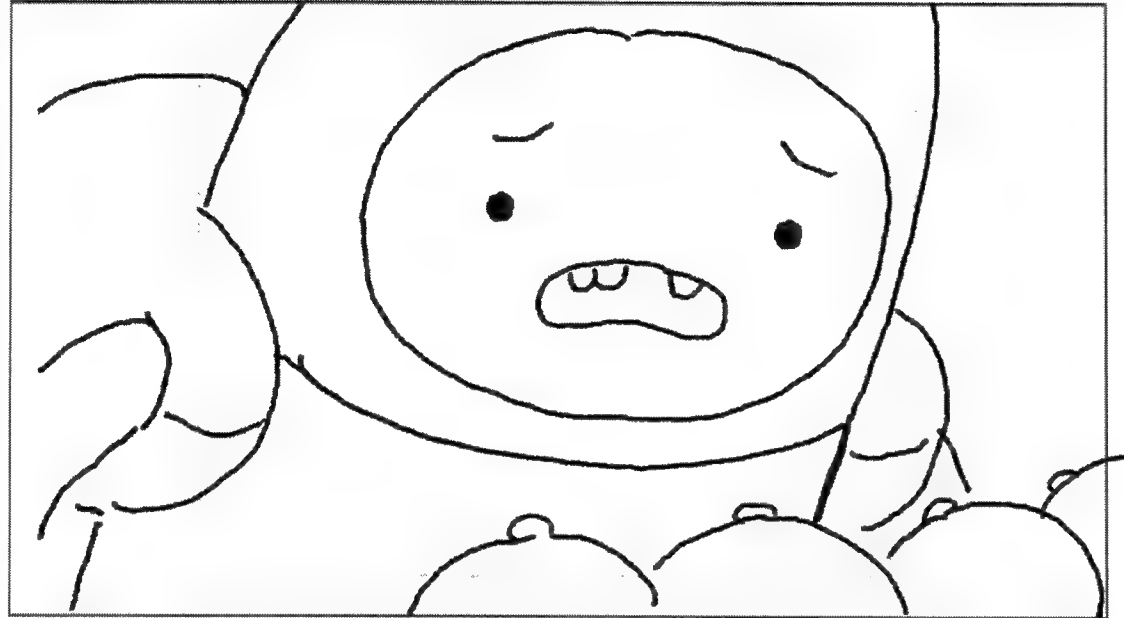
Page 117

116  
Sc. -

Pnl. A

Bg.

day night

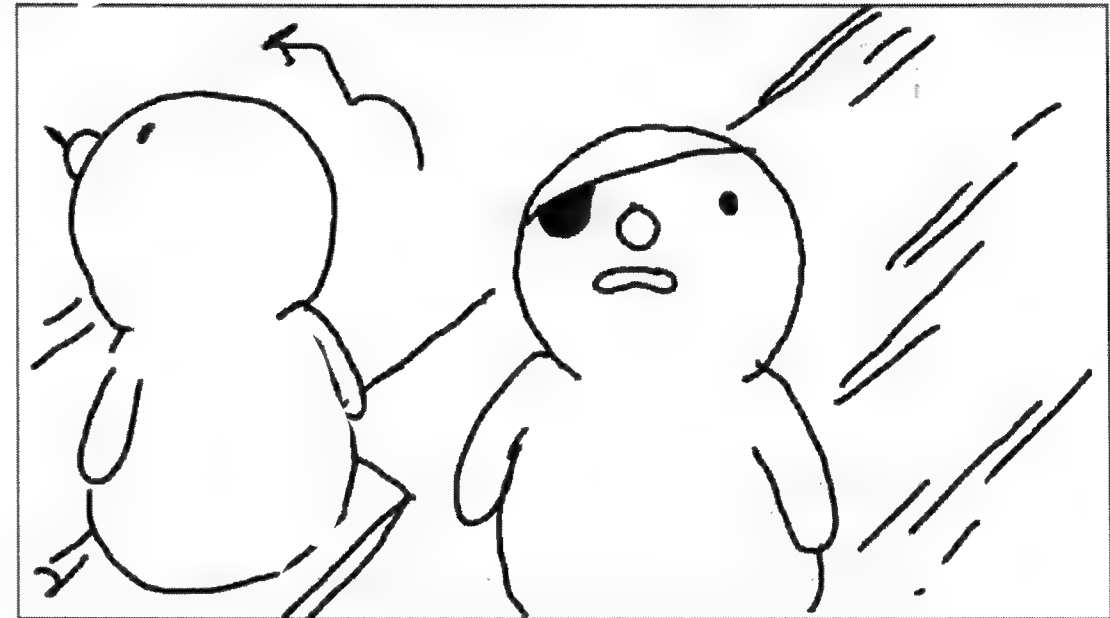


117  
Sc. -

Pnl. A

Bg.

day night



Dialog:

(F) YOU GUYS, IT LOOKS DANGEROUS.  
YOU DON'T HAVE TO GO IN THERE  
IF YOU DON'T WANT TO.

PATCH DUDE : = SIGH = NAH, I THINK  
WE WANT TO...

Action:

Timing:

EPISODE #

1025-183

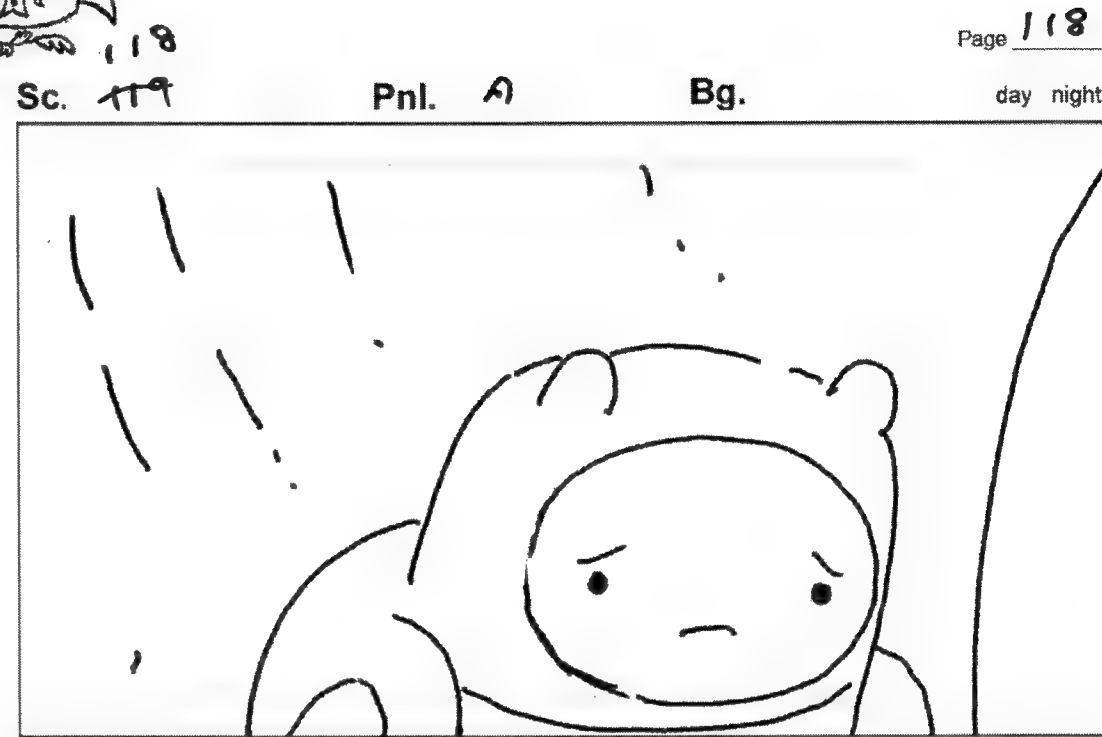
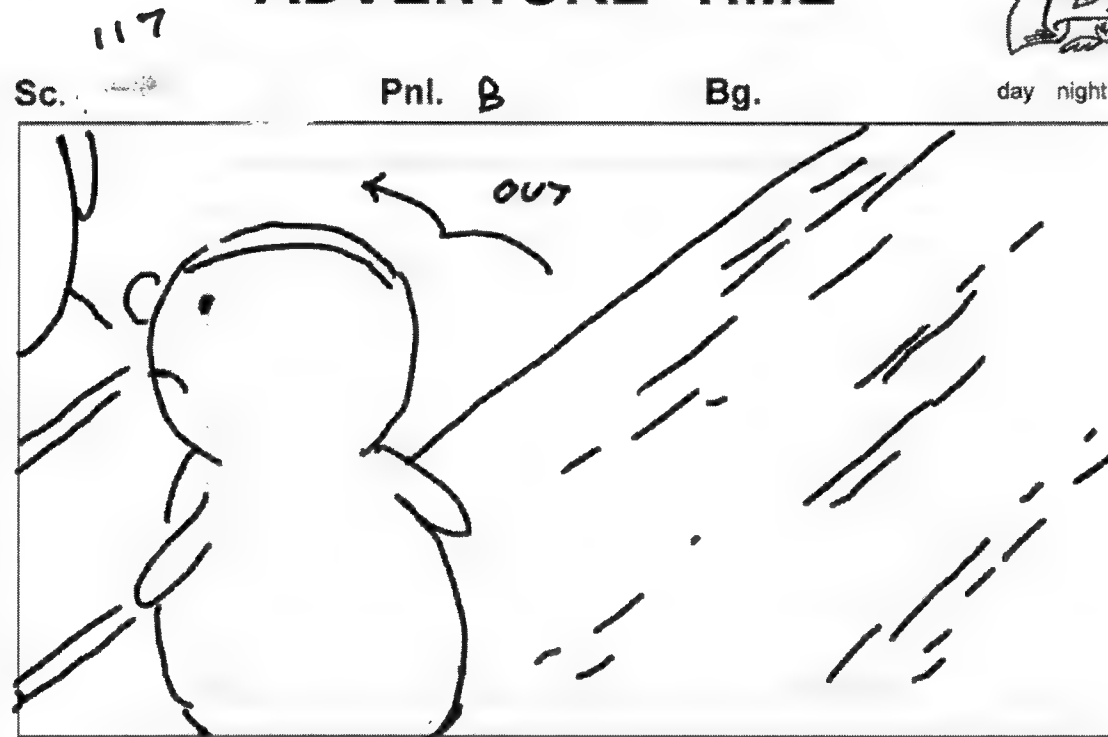
Production :

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# ADVENTURE TIME



Page 118



Dialog:

Action:

- DUDES HOP OFF/S.

START POSE.

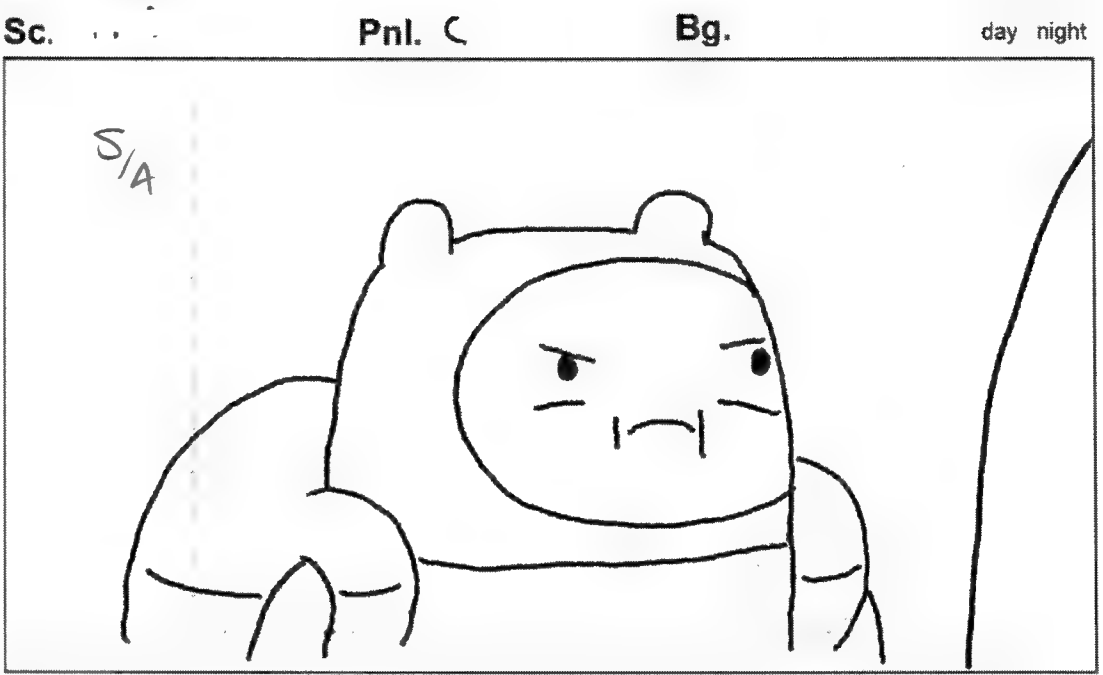
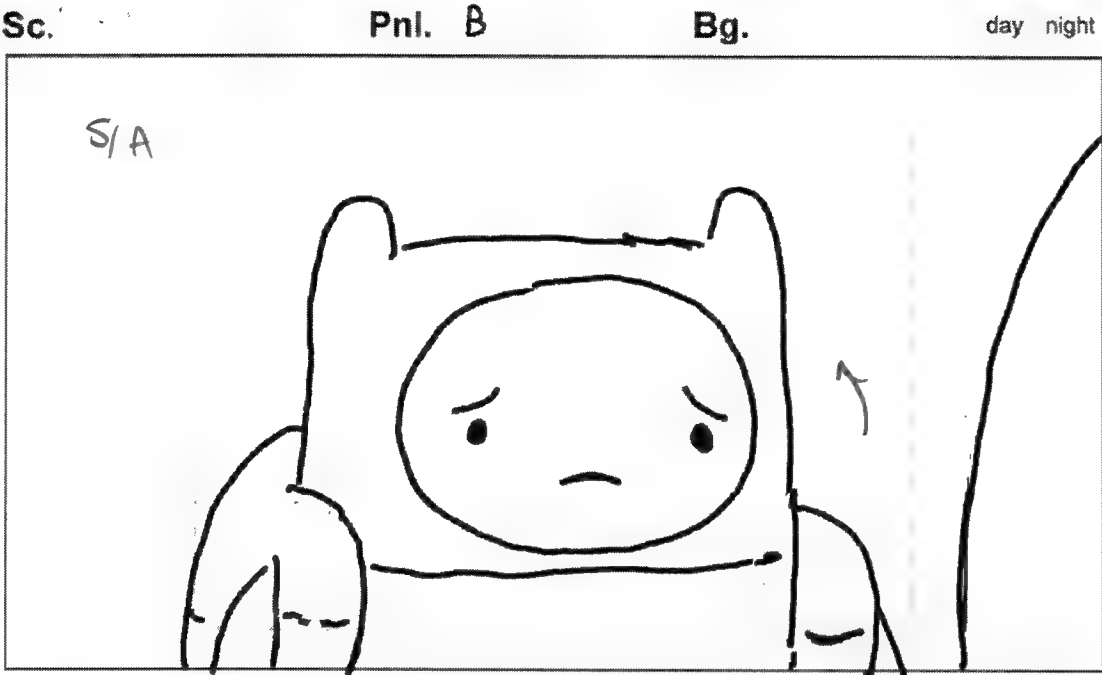
Timing:

EPISODE #  
1025-183

Production :

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ADVENTURE TIME



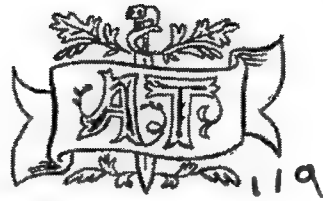
Dialog:
Action: -F. MAKES A SOUR FACE.
Timing:

EPISODE # 1025-183

Production :

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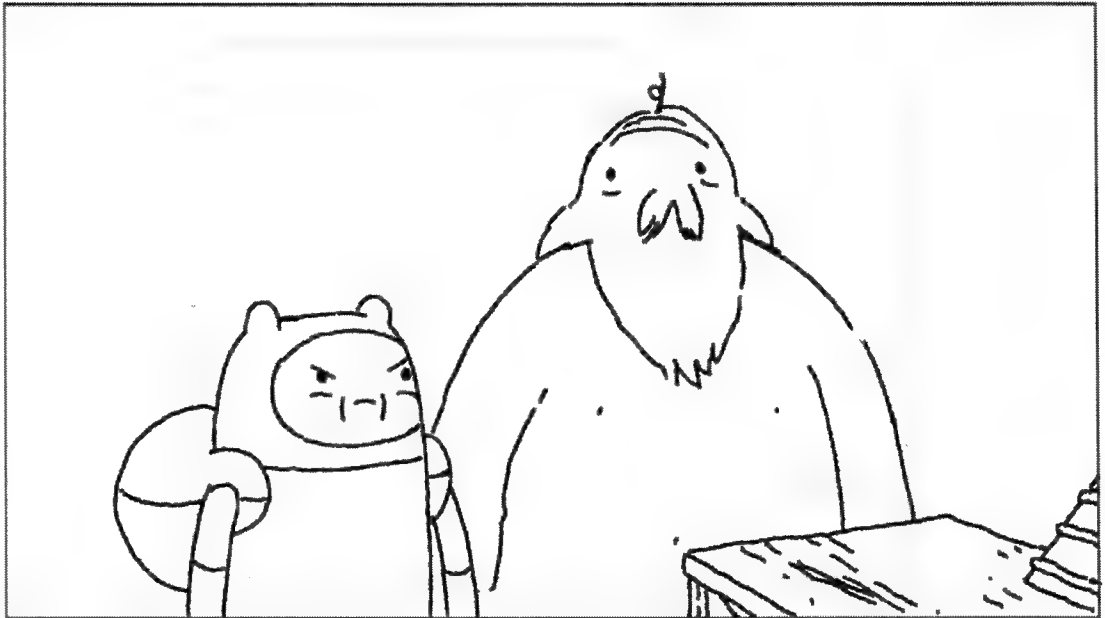
# ADVENTURE TIME



119  
Sc. Pnl. A Bg. day night



119  
Sc. Pnl. B Bg. day night



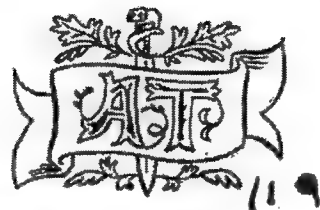
Dialog:
Action:
Timing:

- M. LOOKS AT FINN.

1025-183  
EPISODE #  
Production :

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ADVENTURE TIME

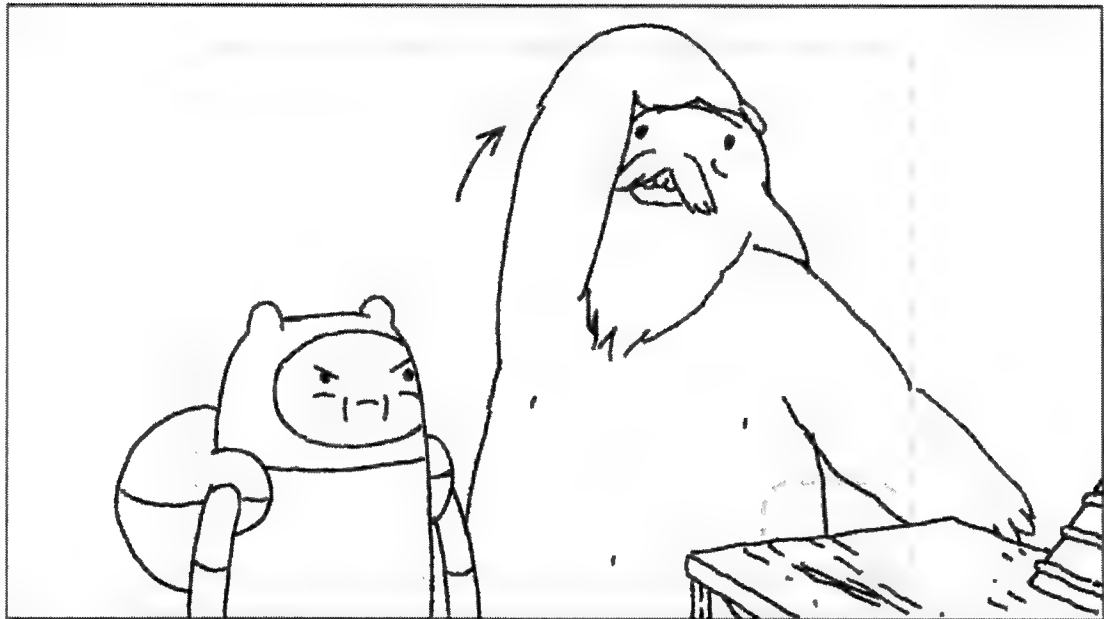


Sc. 119

Pnl. C

Bg.

day night

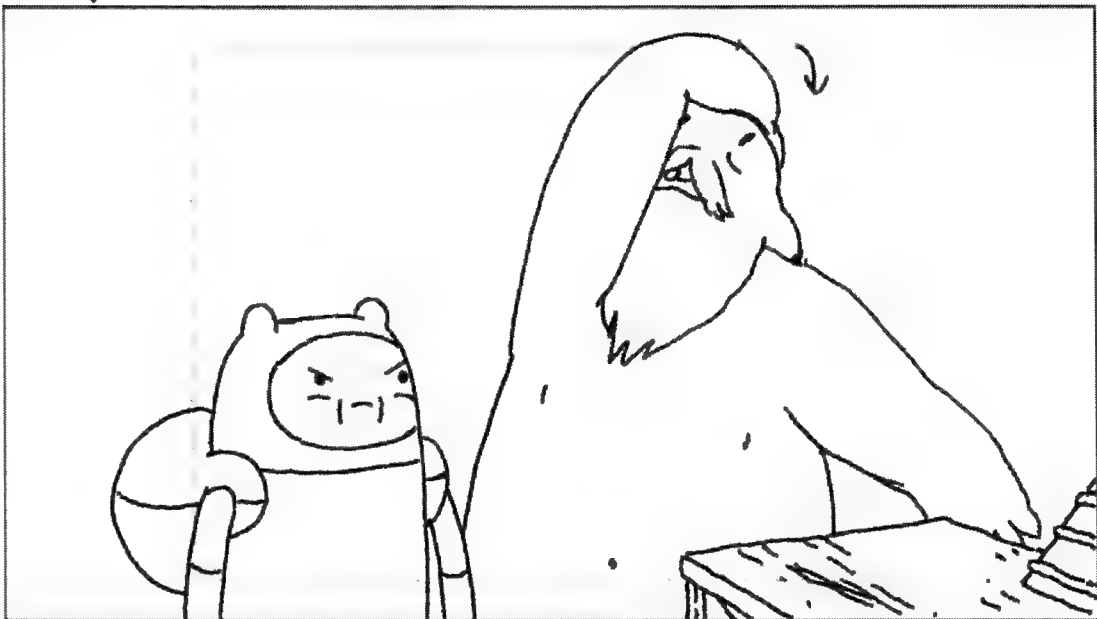


Sc.

Pnl. D

Bg.

day night



Dialog:

(M) O.K. I KNOW, I KNOW...

Action:

-M. SMOOTHS BACK HAIR

Timing:

EPISODE #

Production :

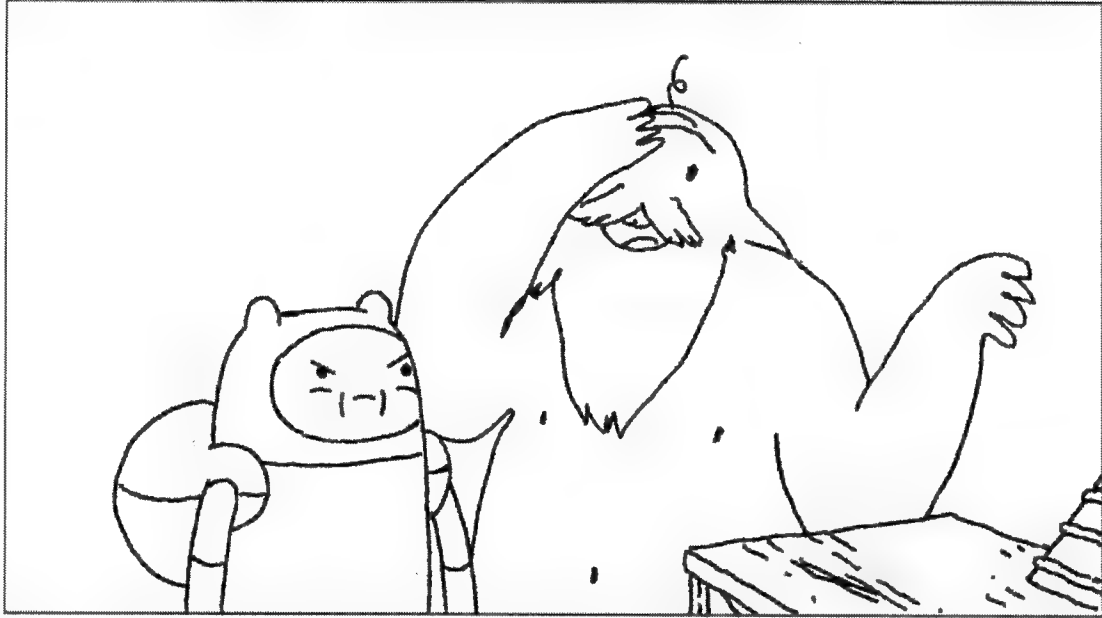
1025-185

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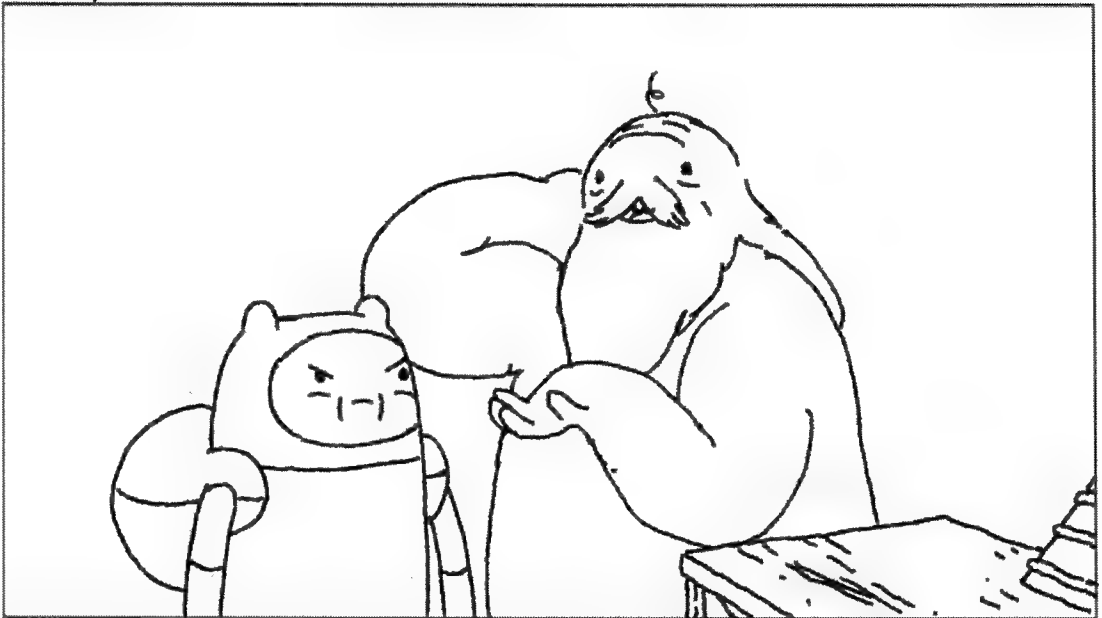
# ADVENTURE TIME



Sc. 119 Pnl. E Bg. day night



Sc. 119 Pnl. F Bg. day night



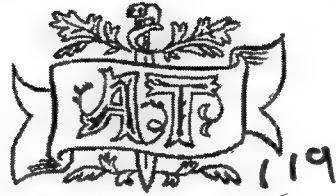
Dialog:	(M) LISTEN, THAT'S THE LAST PIECE OF THE POD, RIGHT? WELL...
Action:	
Timing:	

EPISODE # 1025-183  
Production :



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# ADVENTURE TIME



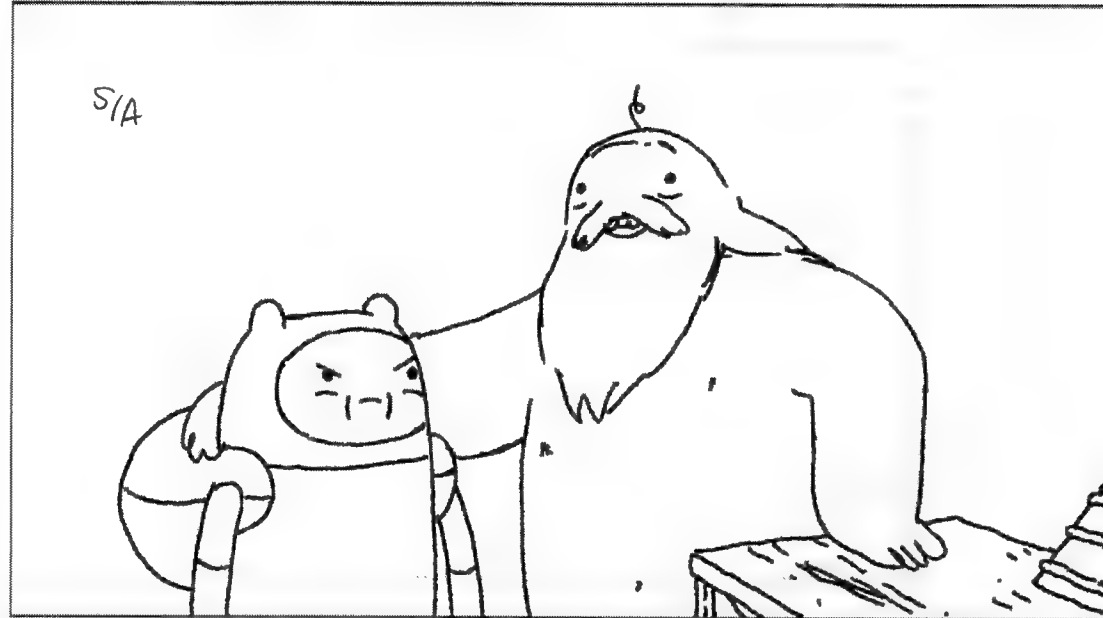
Page 123

Sc. 119

Pnl. Q

Bg.

day night



Sc. 119

Pnl. H

Bg.

day night



Dialog:

(M) I PROMISE I'LL MAKE  
IT UP TO THE LIL' BOOGERS  
TONIGHT.

Action:

= BEAT =

Timing:

1025-183

EPISODE #

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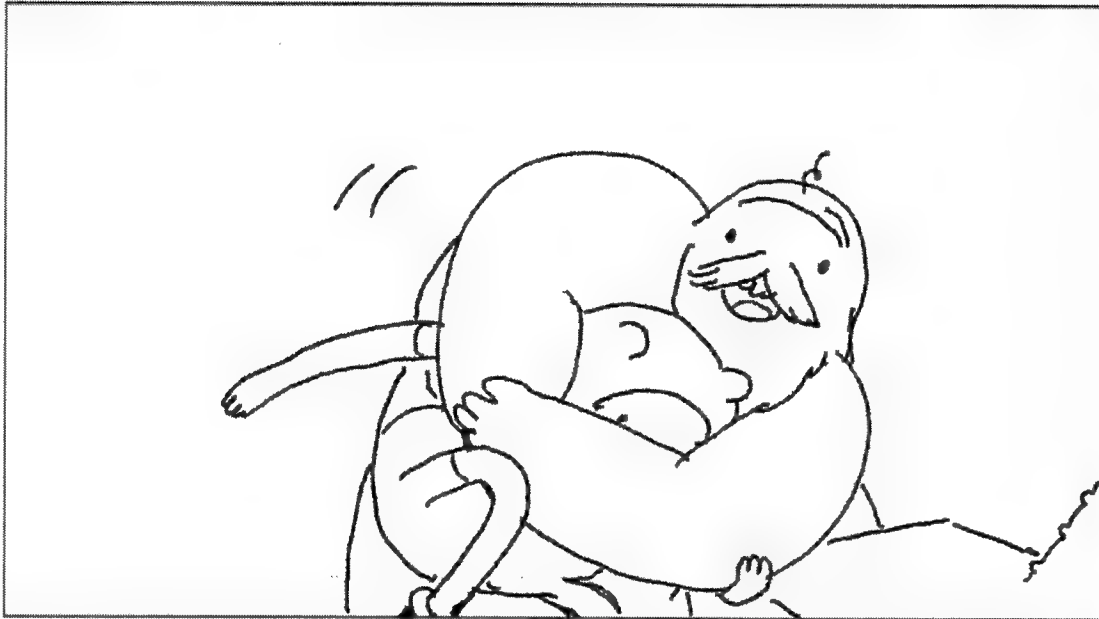
ADVENTURE TIME



120

Page 124

Sc. 119 Pnl. I Bg. day night



Sc. Pnl. A Bg. day night



Dialog:	M/ HAAA COME 'ERE! F/ AHH!	MUSIC STING, LOUD & EXOTIC.
Action:	-M. GRABS F'S HEAD PLAYFULLY.  F. T. B.	
Timing:		

Production :  
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1025-183

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ADVENTURE TIME



Sc. 121

Pnl. A

Bg.

day night

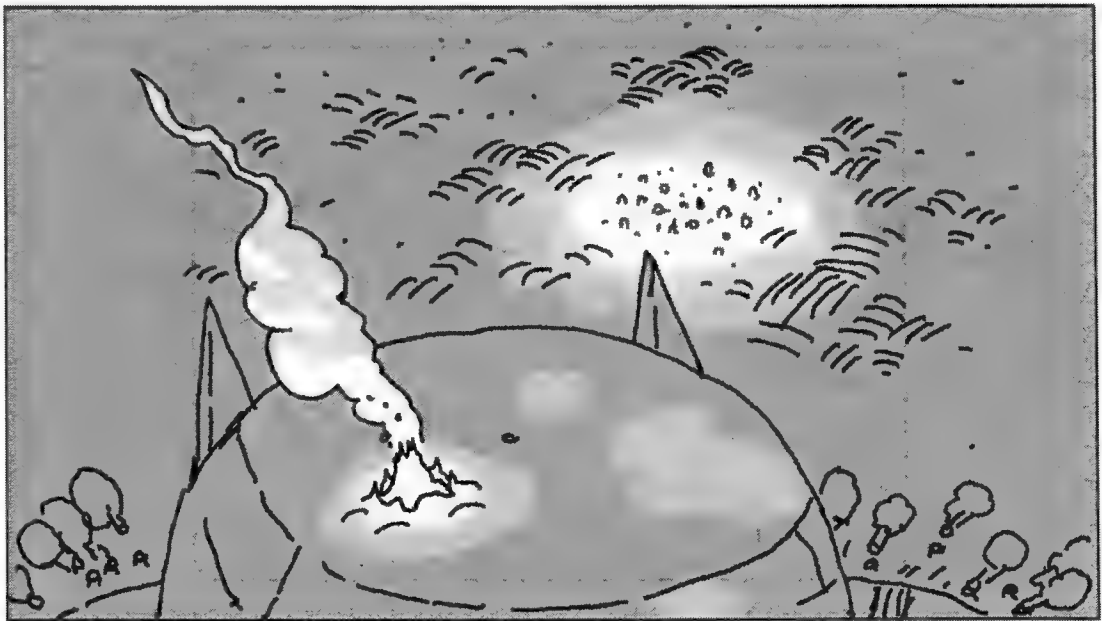


Sc. 121

Pnl. B

Bg.

day night



Dialog:

Ⓜ PARTY MUSIC.

Ⓜ PRSHK!~

Action:

- PARTY IN THE DISTANCE,  
SHIP BLISTORING, CLOWING

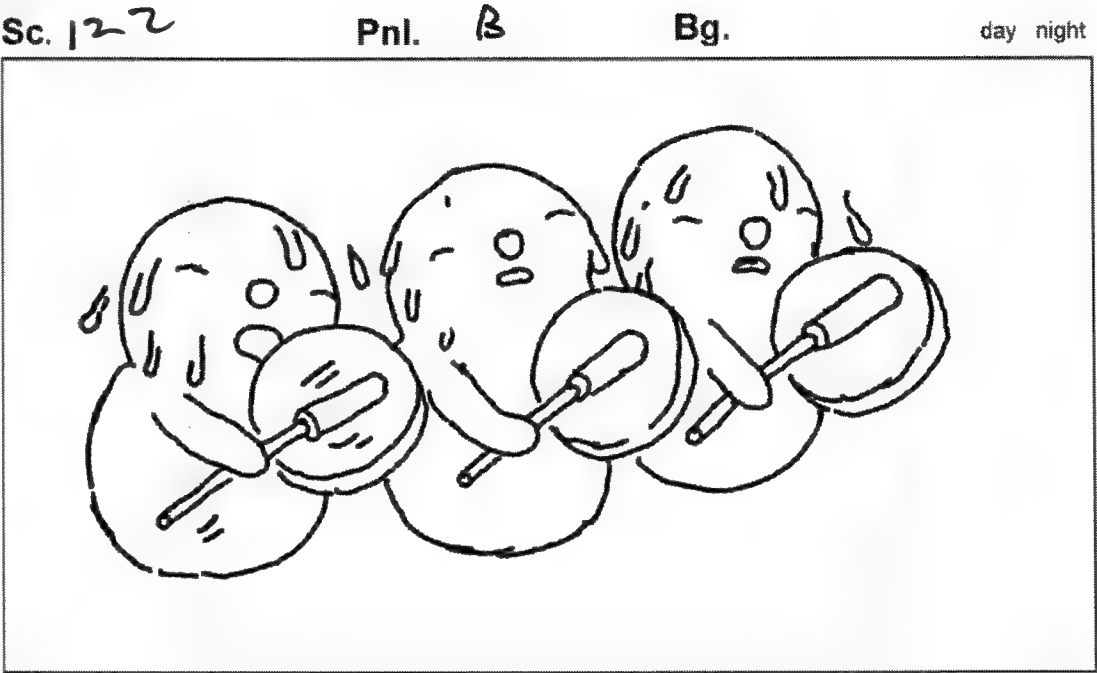
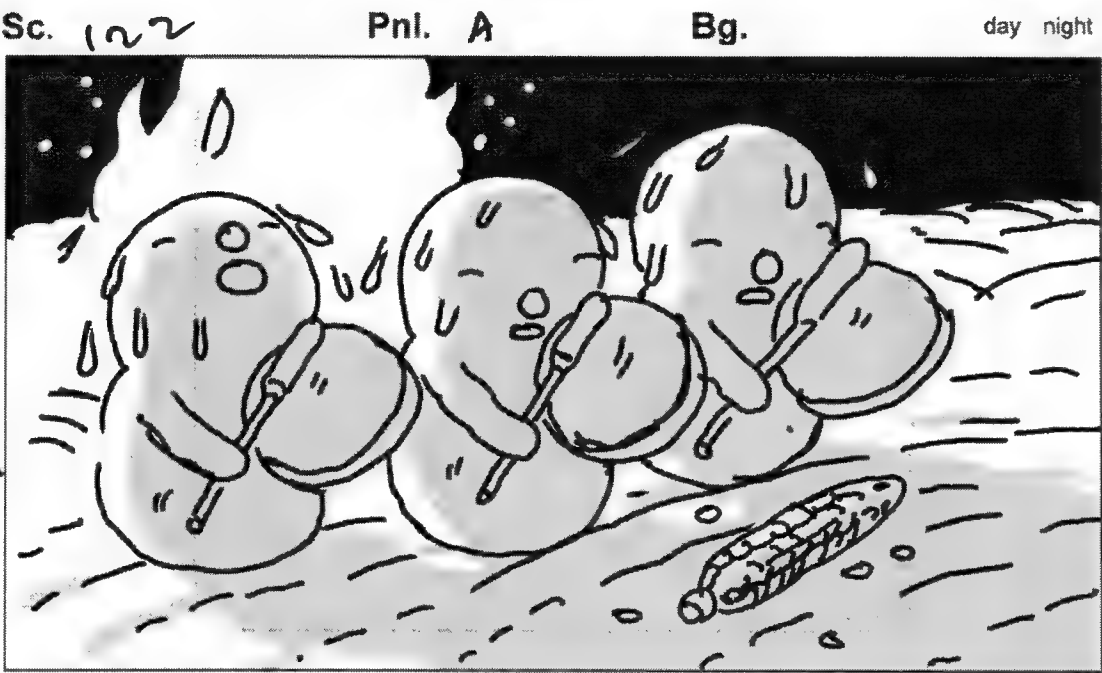
- SMALL EXPLOSION, ON CRUISER.

Timing:

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ADVENTURE TIME



Dialog:
SFX: MAD HOT DRUMMING.
Action:
ADDITIONAL POSES
Timing:

EPISODE # 1025-183  
Production :

ADVENTURE TIME



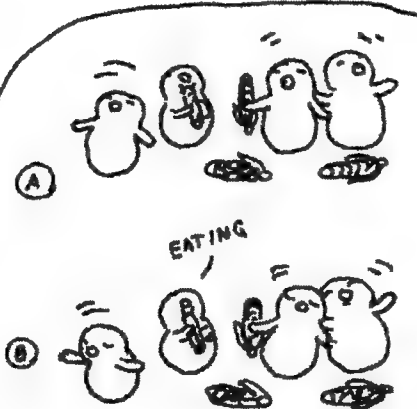
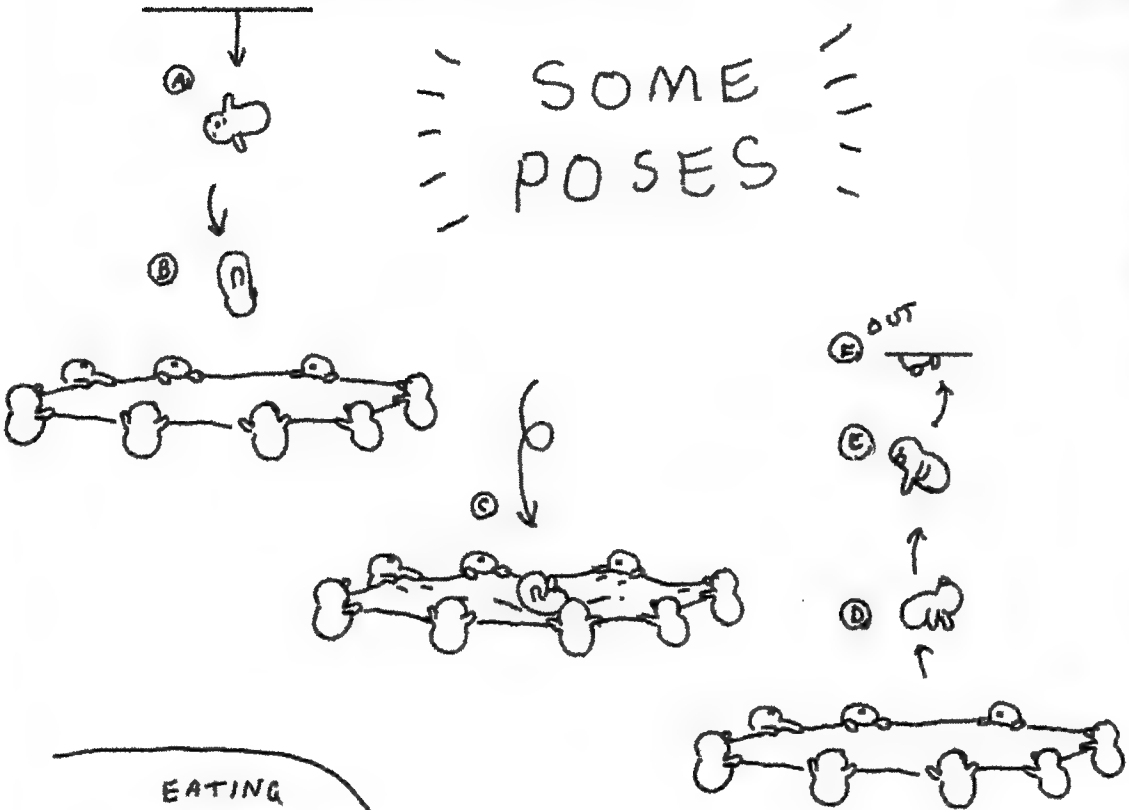
Sc. 123

Pnl. A

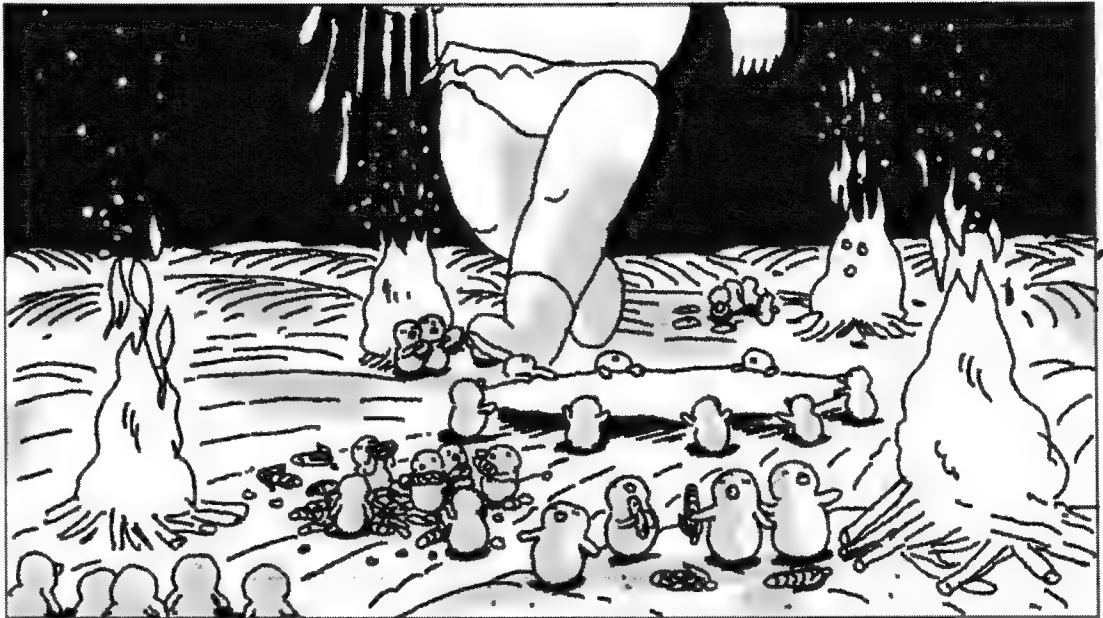
Bg.

day night

SOME  
POSES



SAME  
FROM  
SCENE.  
PREV.



Dialog:

Action:

— BLACK SKY, THE WAY THAT  
SKIES GET TOTALLY BLACK WHEN  
YOU'RE AROUND A CAMPFIRE.

Timing:

1025-183

EPISODE #

Production :

# ADVENTURE TIME

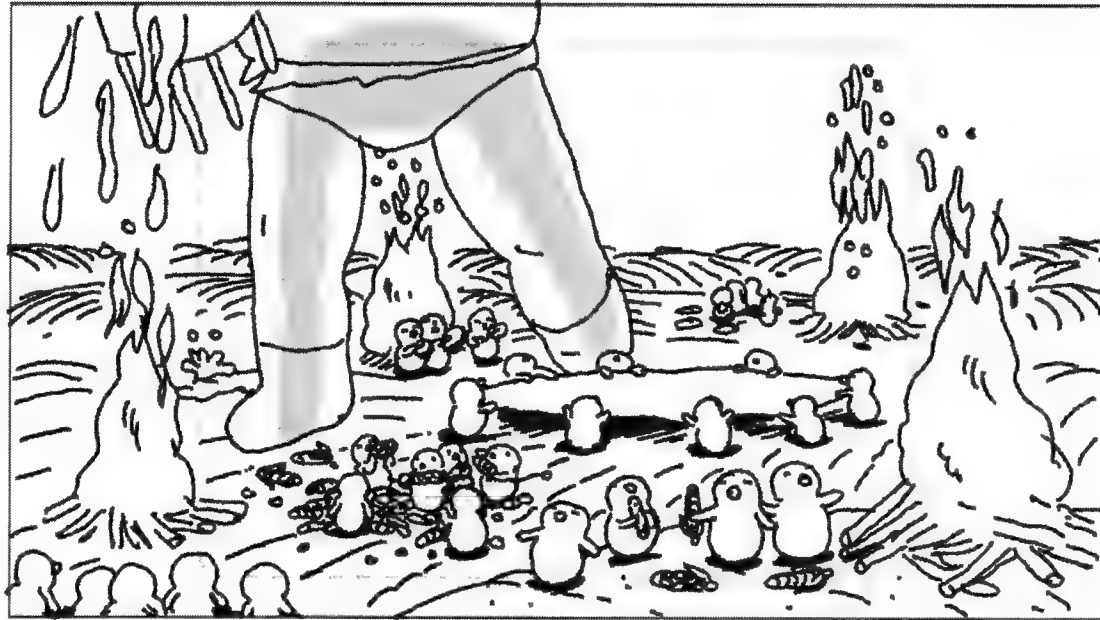


Sc. 123

Pnl. B

Bg.

day night



Dialog:

(M) / LIVE IT UP, PALS.

Action:

- DRINKING FROM THE  
WATER TOWER.

Timing:

- A WREATH OF DUDES ON M'S HEAD.

Sc. 123

Pnl. C

Bg.

day night



Page 128

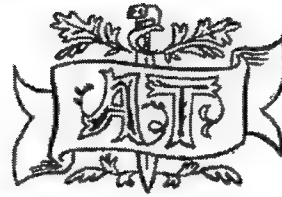
EPISODE #

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ADVENTURE TIME



Sc. 123 Pnl. D Bg. day night



Sc. 123 Pnl. E Bg. day night



Dialog:	
(M) THIS IS <u>YOUR</u> NIGHT.	(M) HEY, CAREFUL WITH THE FINISH, -
Action:	
Timing:	

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Production :



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# ADVENTURE TIME



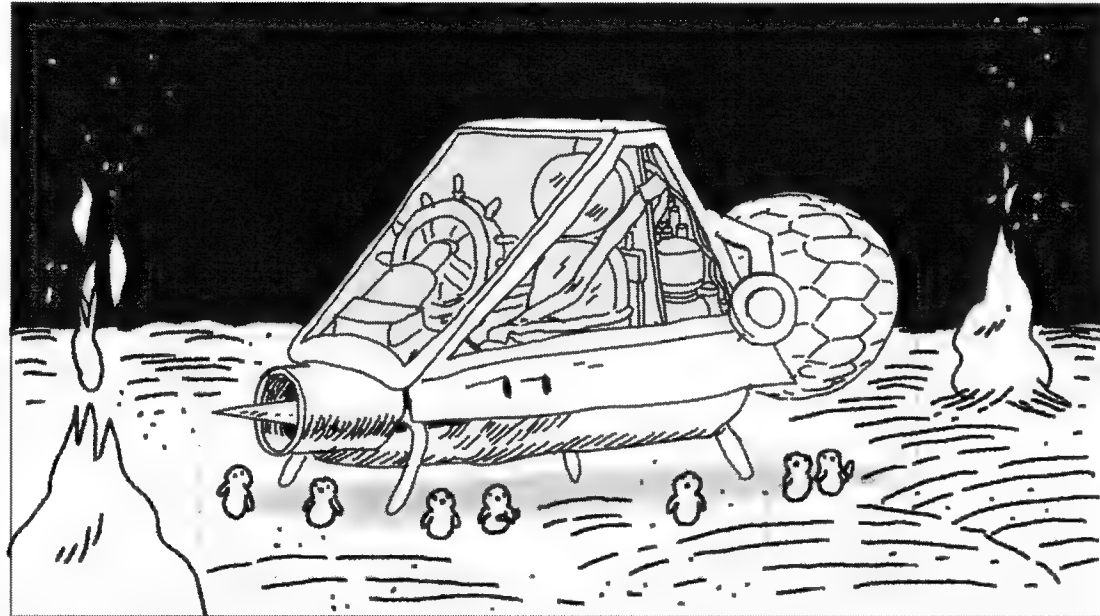
Page 130

Sc. 124

Pnl. A

Bg.

day night

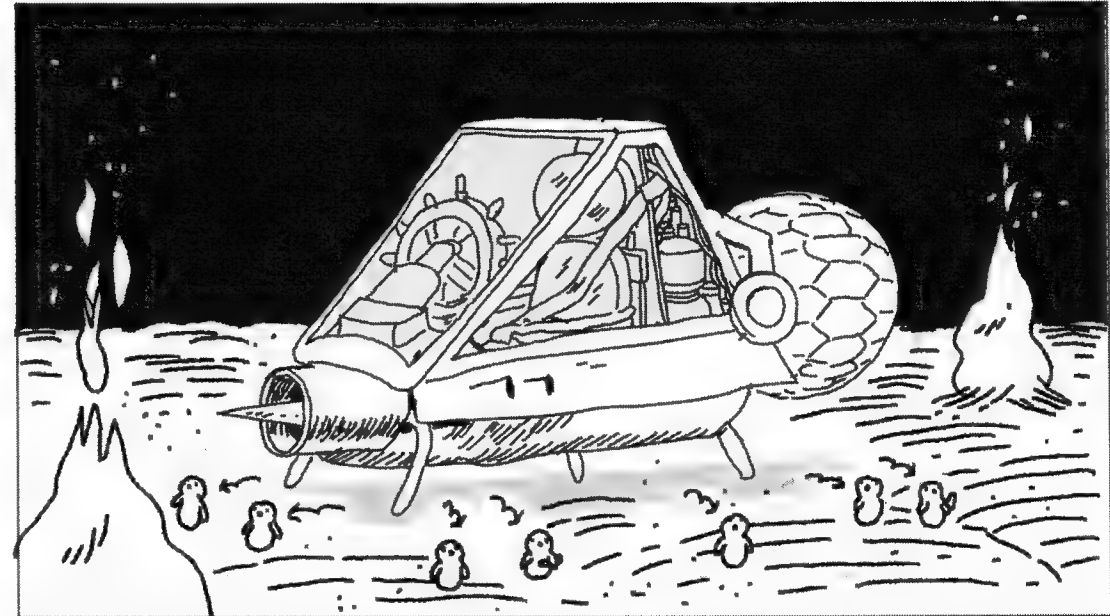


Sc. 124

Pnl. B

Bg.

day night



Dialog:

(M) (CONT) THAT BUGGY'S READY  
O.S. TO BLAST!

Action:

THEY BACK OFF.

Timing:

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Production :



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ADVENTURE TIME



The Minnie  
= WHO IS MINNIE? =

WAY TOO SMALL  
FOR MARTIN.



- IT DOESN'T  
NEED TO BE  
CALLED MINNIE!  
- S.W.

Production :

EPISODE #

1025-183

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ADVENTURE TIME



Sc. 125

Pnl. A

Bg.

day night



Sc. 125

Pnl. B

Bg.

day night



Dialog:	<u>M</u> : [ GULPING ]
Action:	- M DRINKS THE WATER.
Timing:	

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ADVENTURE TIME



Sc. 125

Pnl. C

Bg.

day night

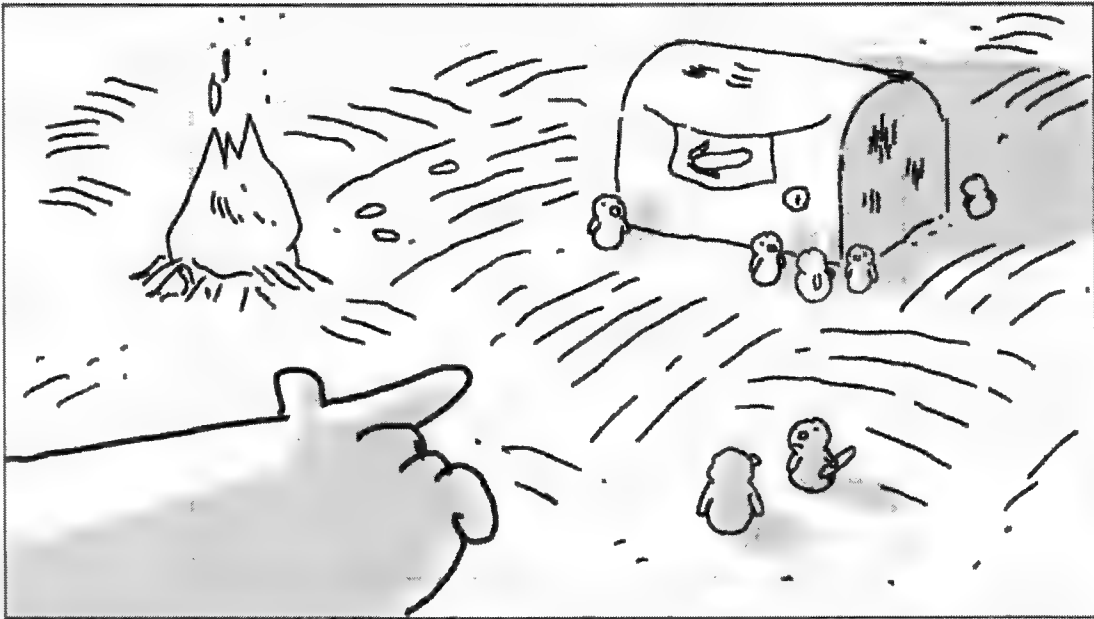


Sc. 126

Pnl. A

Bg.

day night



Dialog:

③

Yo -

CONT

③

PARTY ANIMALS,  
STILL HUNGRY?

Action:



Timing:

1025-183

EPISODE #

Production :

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ADVENTURE TIME

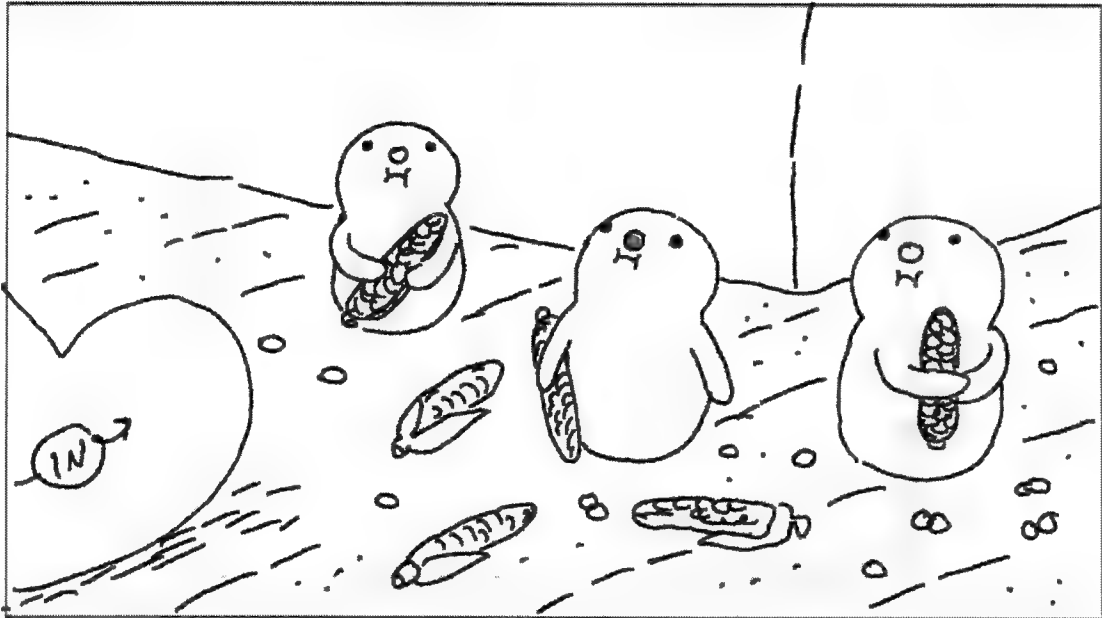


Sc. 127

Pnl. A

Bg.

day night

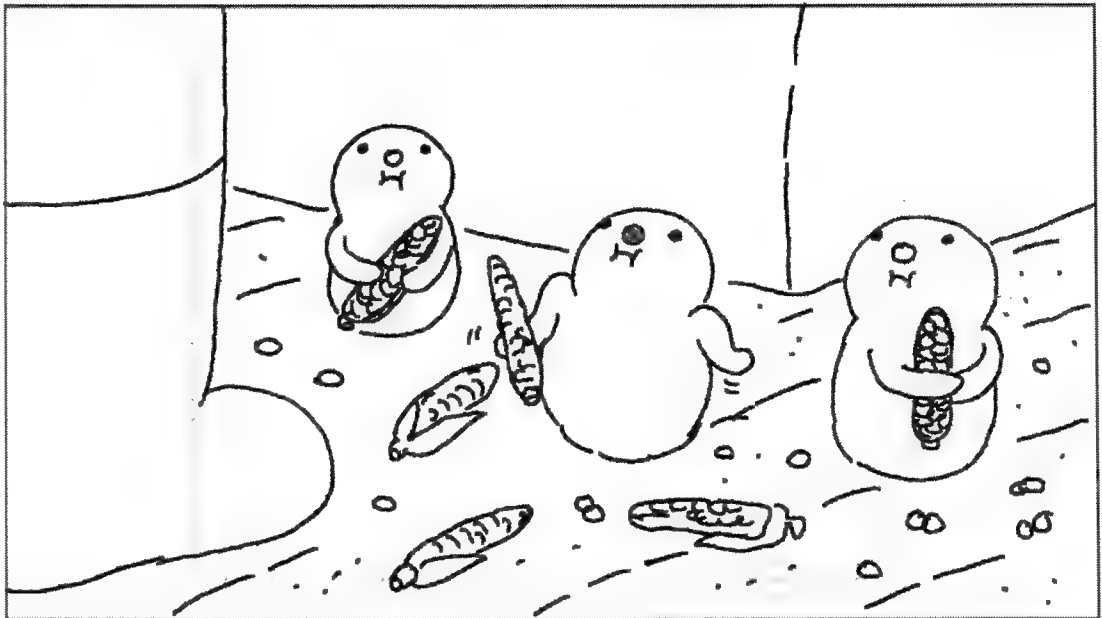


Sc. 127

Pnl. B

Bg.

day night

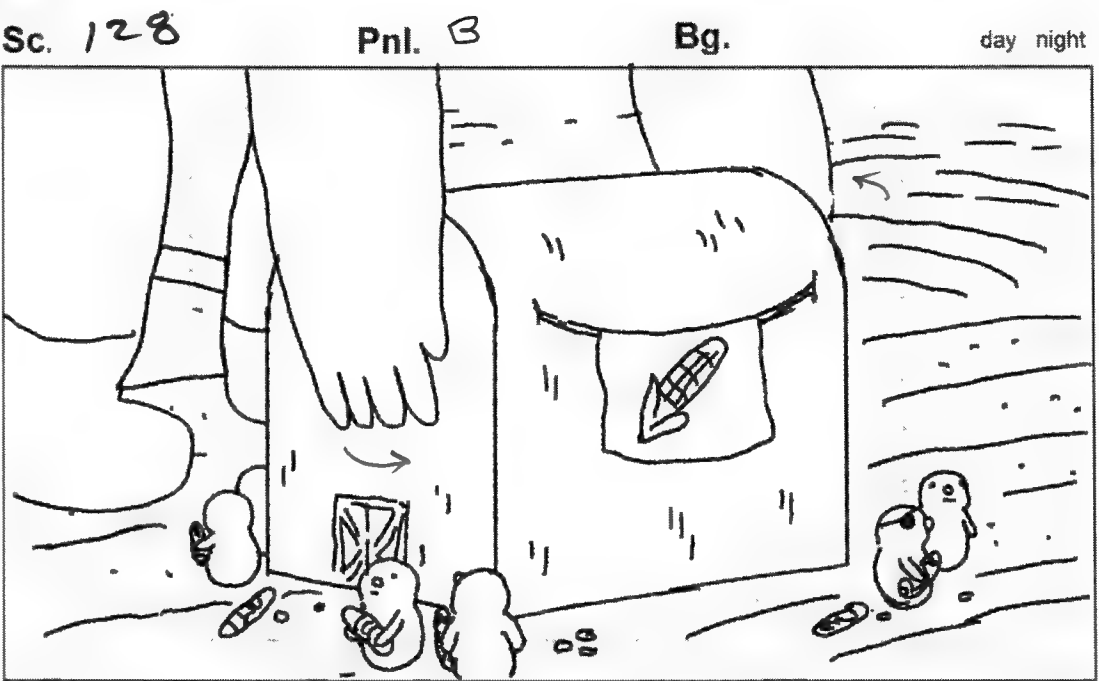
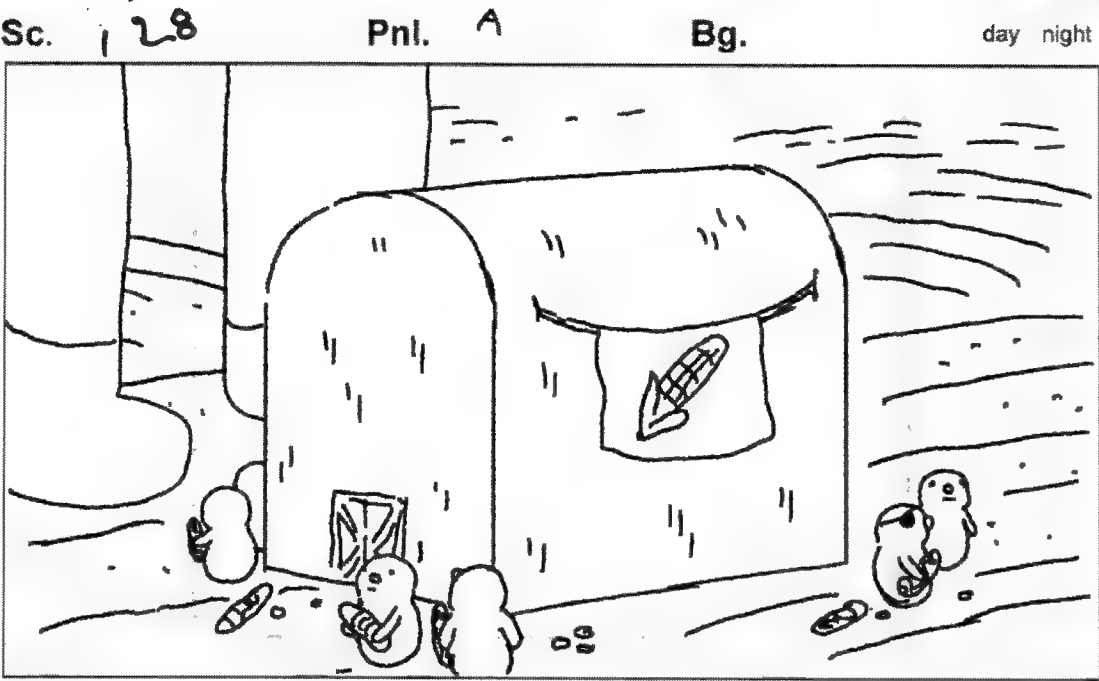


Dialog:	BLACKNOSE DUDE : (SHRUGS) M M M
Action:	- M. WALKS ON/S. -BD SHRUGS
Timing:	

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Production :

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ADVENTURE TIME



Dialog:	(M) (O/S) COME ON, TREE SPIRIT SEZ!
Action:	- M GRABS BARN AND (GIVES IT A TWIST)
Timing:	

EPISODE # 1025-183  
Production :

ADVENTURE TIME



Sc. 128

Pnl. C

Bg.

day night



Sc. 128

Pnl. D

Bg.

day night



Dialog:	(M) (a/s) SCOOP IT 'TILL YOU POOP IT!
Action:	CORN SPILLS OUT, TAKING DUDES DOWN WITH IT. -M KICKS AROUND THE CORN
Timing:	

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ADVENTURE TIME



Sc. 129

Pnl. A

Bg.

day night

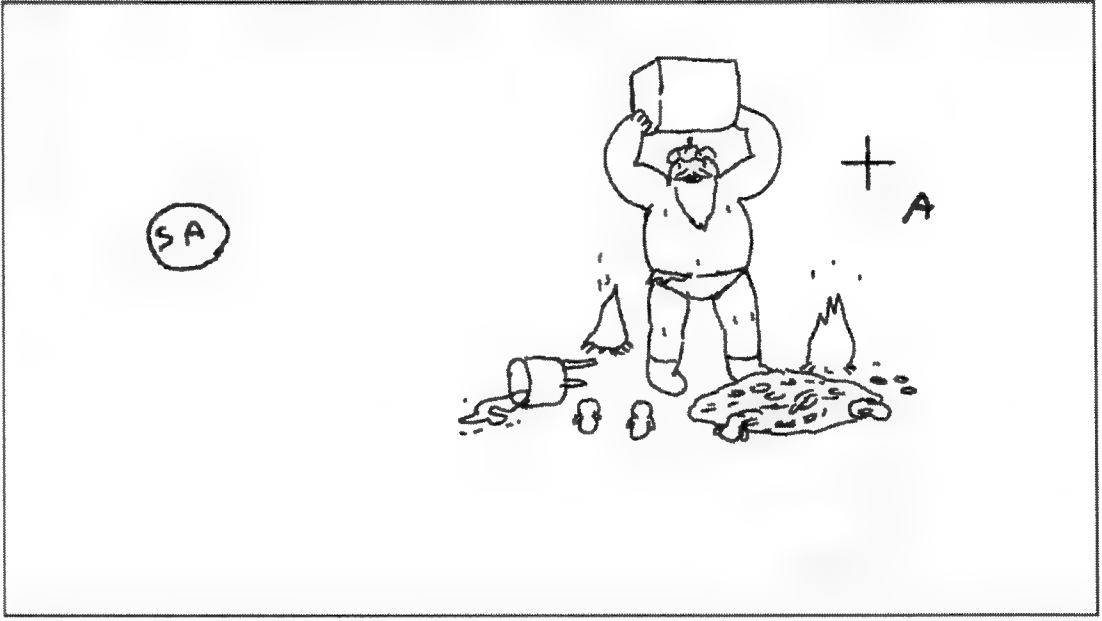


Sc. 129

Pnl. B

Bg.

day night



Dialog:

(M) (DISTANT)

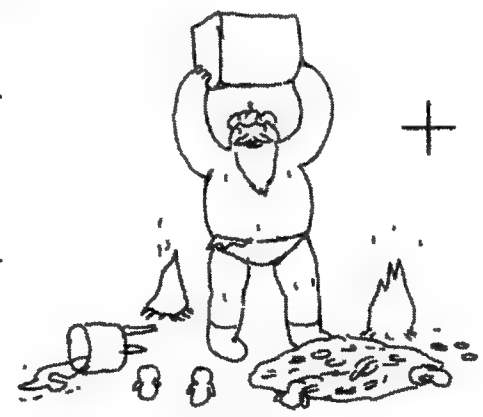
LET'S

GET GROOSSSS!

Action:

- M SHAKES EMPTY BARN.  
A B A B

Timing:

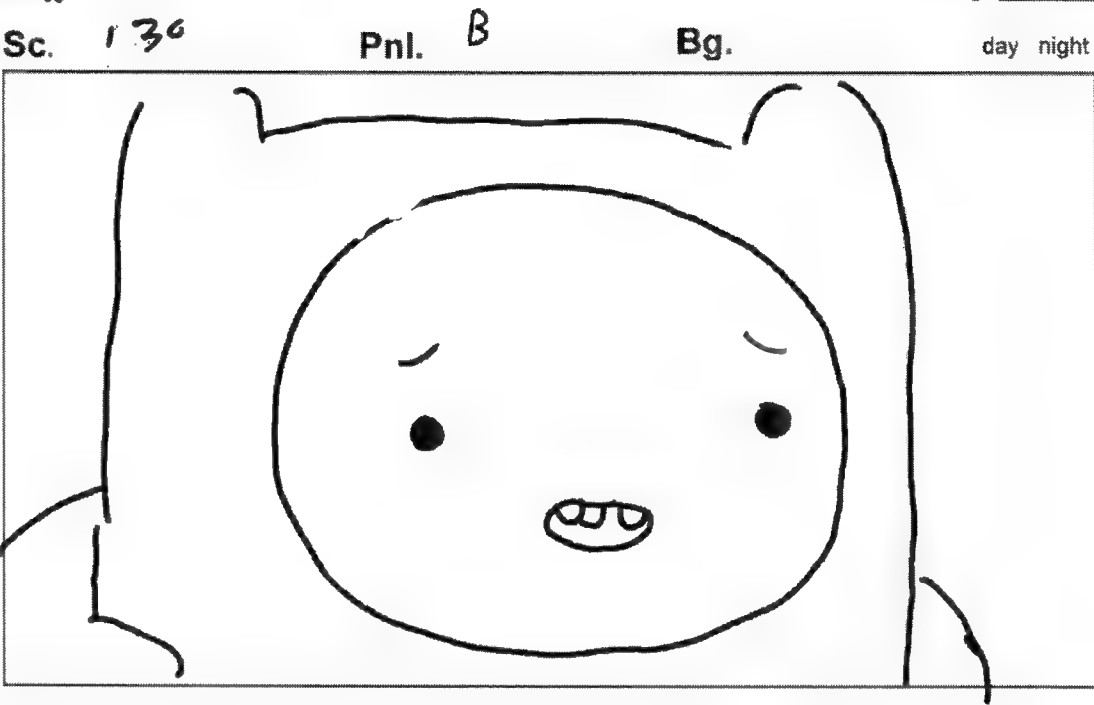
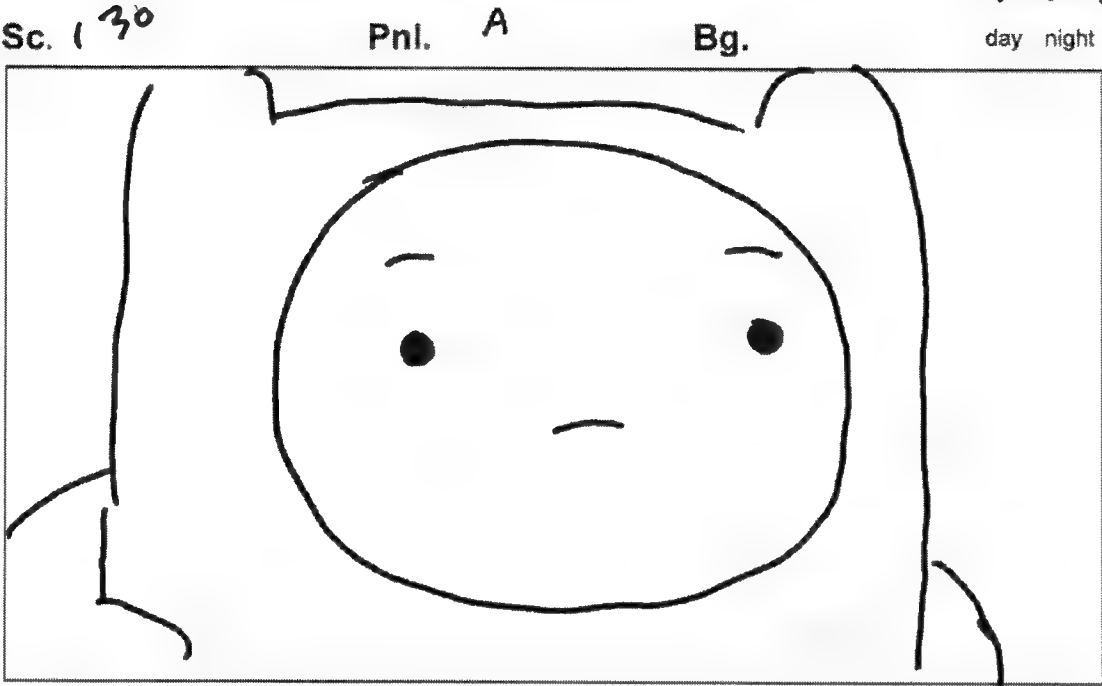


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ADVENTURE TIME



Dialog:	<p>BEAT</p> <p>SNAPPING DUDE : (as) FINN?</p> <p>(F) OH SORRY, I WAS JUST THINKIN'...</p>
Action:	<p>- F. LOOKS DOWN.</p>
Timing:	

EPISODE # 1025-183

Production :

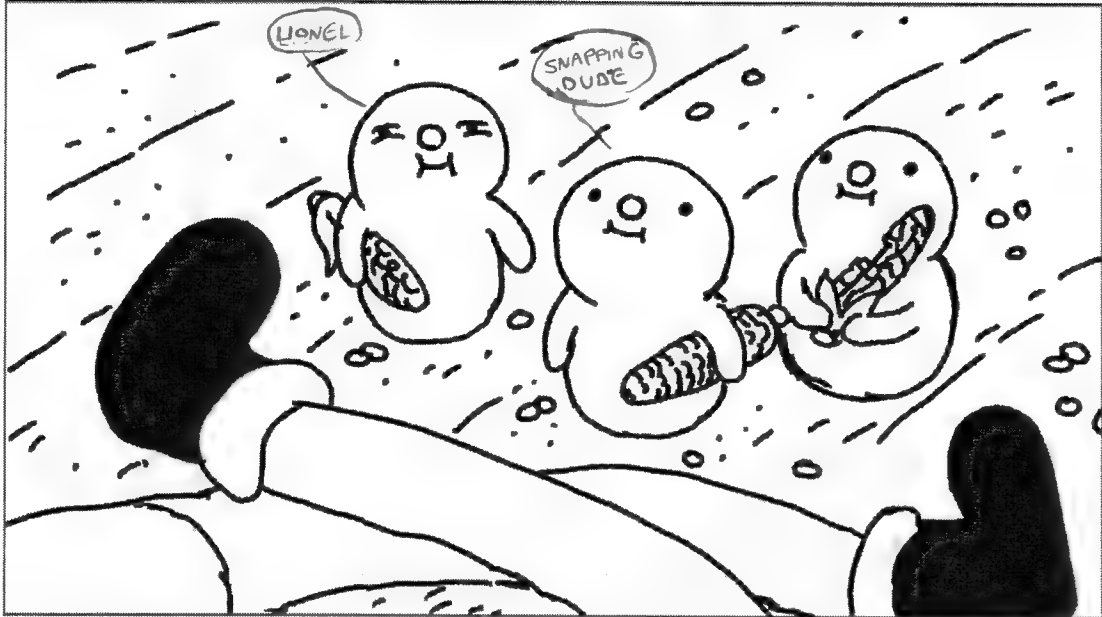


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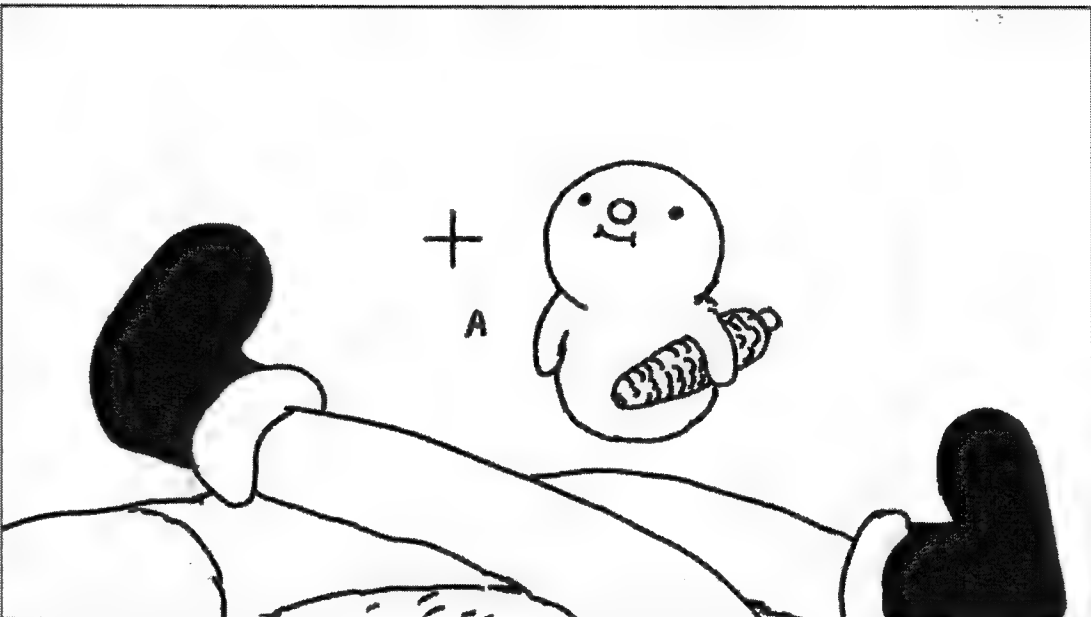
ADVENTURE TIME



Sc. 131 Pnl. A Bg. day night



Sc. 131 Pnl. B Bg. day night



Dialog: SO,  
(F) YOU GUYS WANNA LEARN  
ANOTHER ONE ?

Action: YAWNS.  
Timing: ① ② ③ ④

~SNAPPING DUDE  
NODS + B A, B, A, B, A

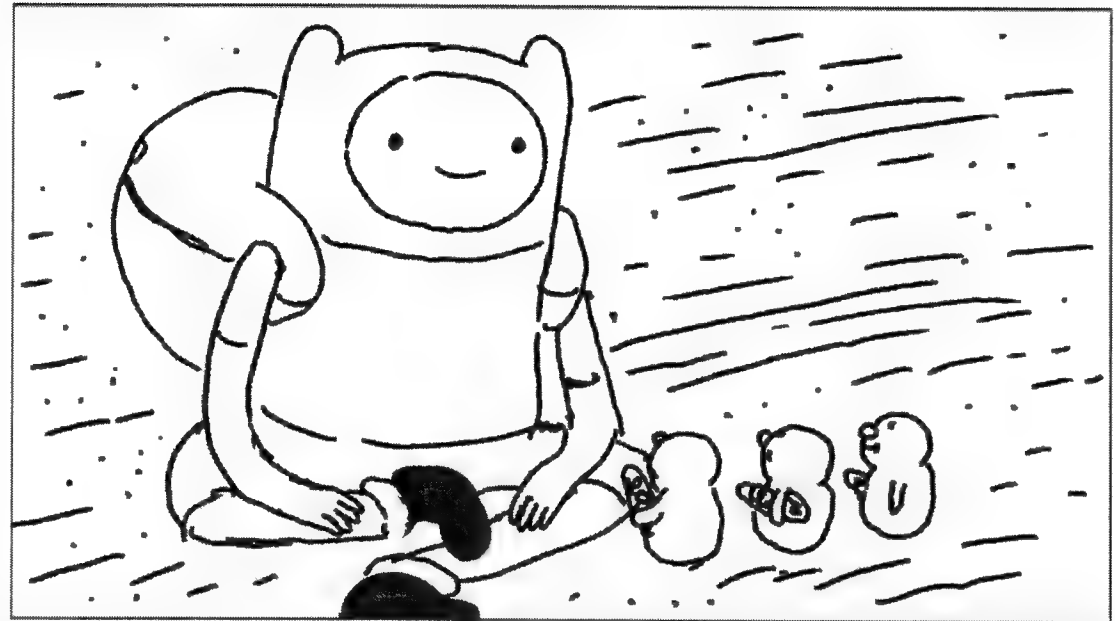
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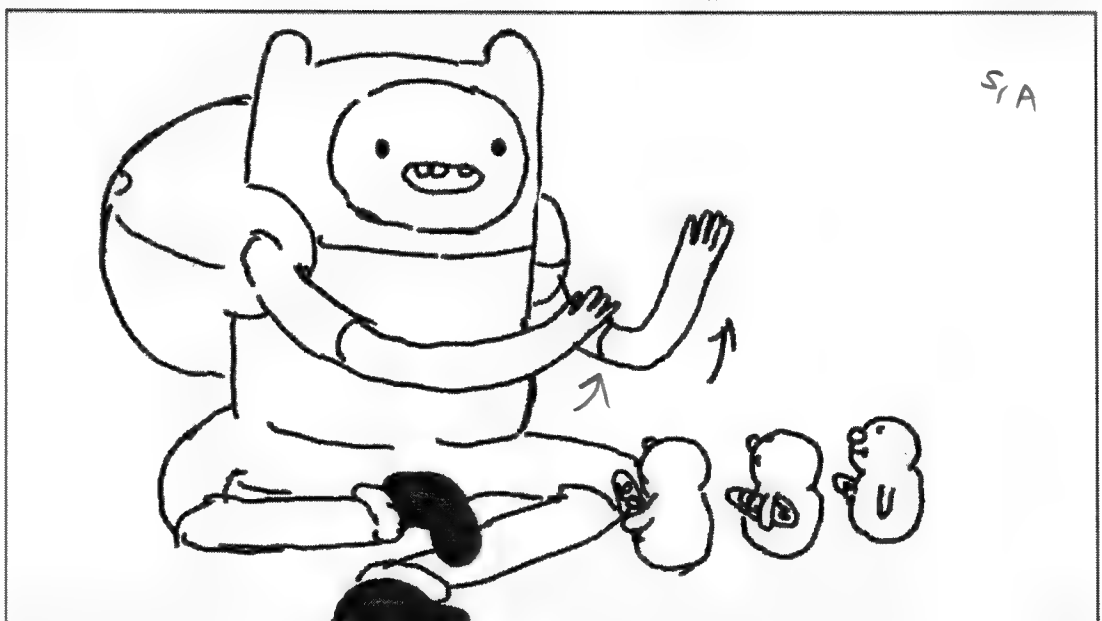
ADVENTURE TIME



Sc. 132 Pnl. A Bg. day night



Sc. 132 Pnl. B Bg. day night



Dialog:	(F) OK, WATCH THIS.
Action:	S.P.
Timing:	

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ADVENTURE TIME

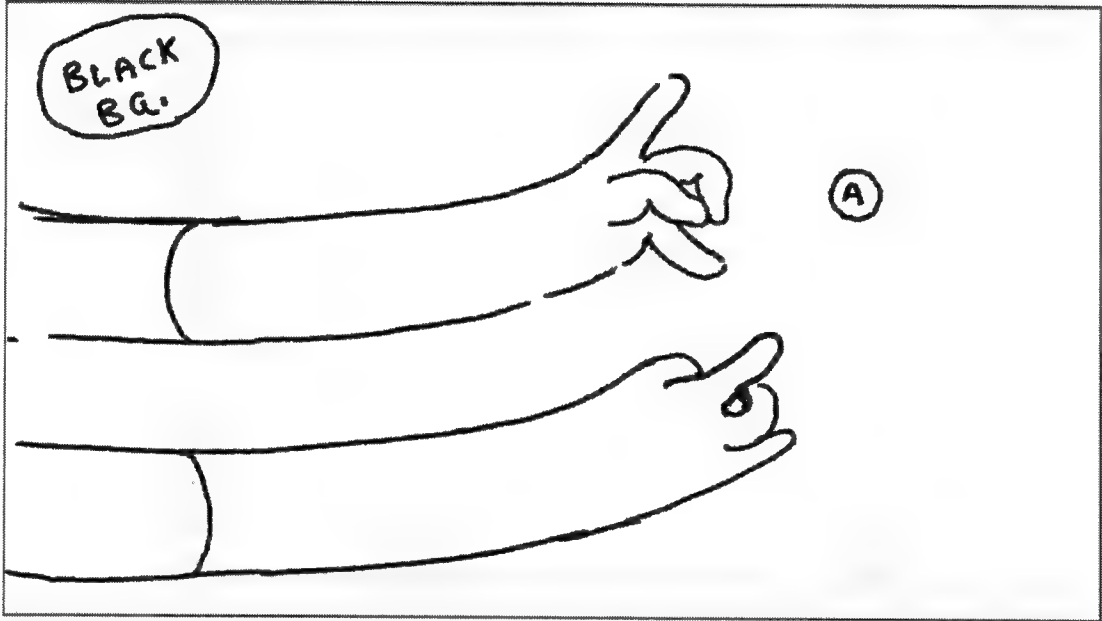


Sc. 133

Pnl. A

Bg.

day night

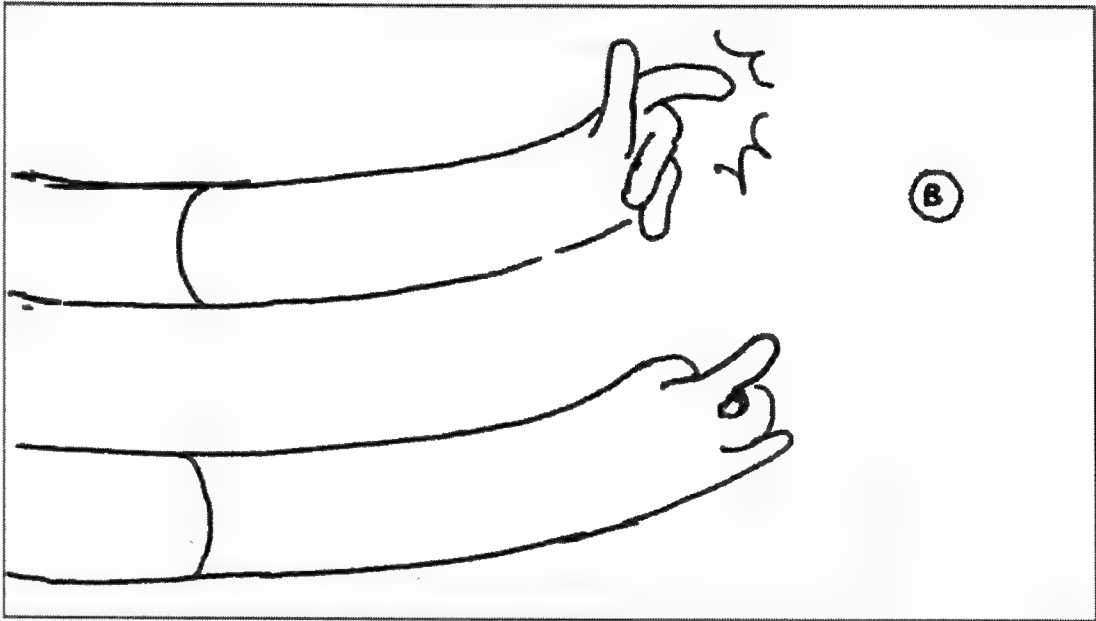


Sc. 133

Pnl. B

Bg.

day night



Dialog:

SFX SNAPING AND SLAPPING

Action:

"THE CURLY SNAP"

A B C D , A B C D , A B C D E D E D

Timing:

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Production :

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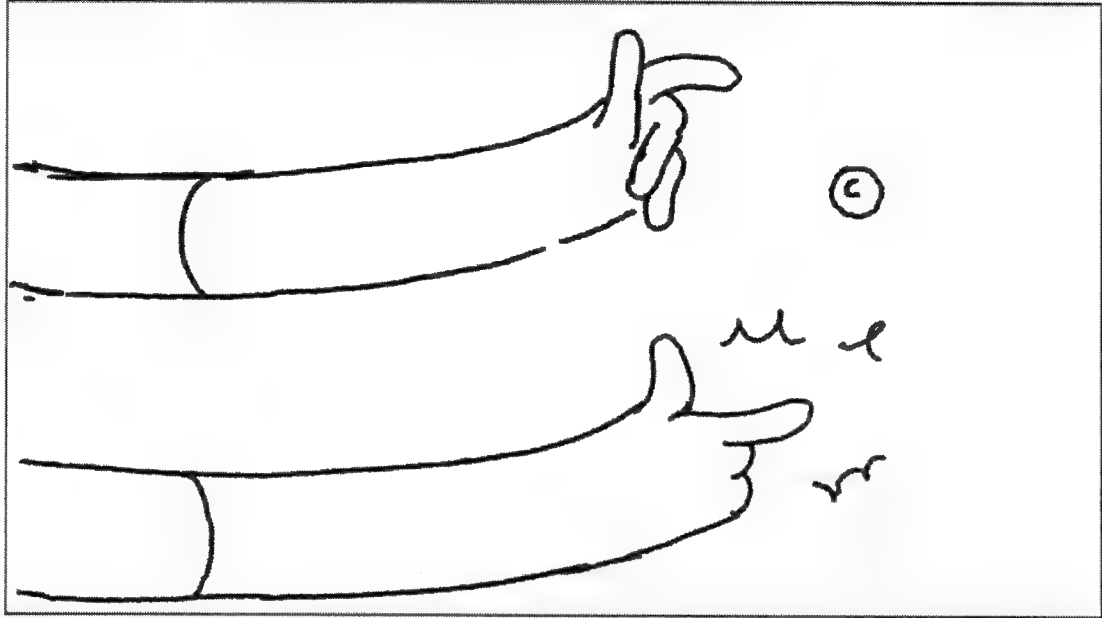


Sc. 133

Pnl. C

Bg.

day night

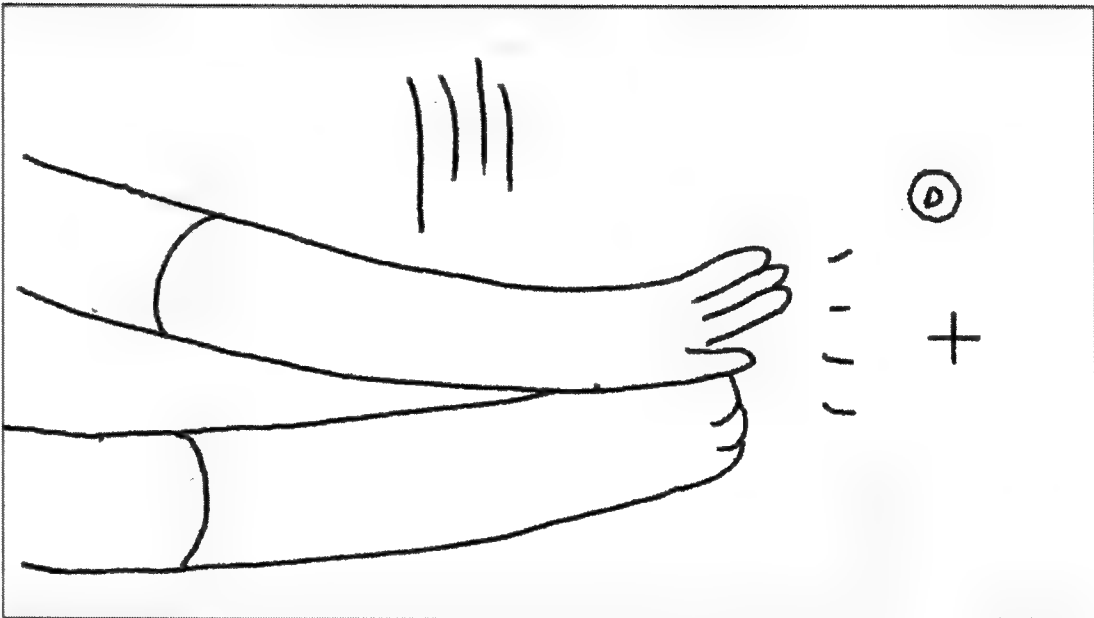


Sc. 133

Pnl. D

Bg.

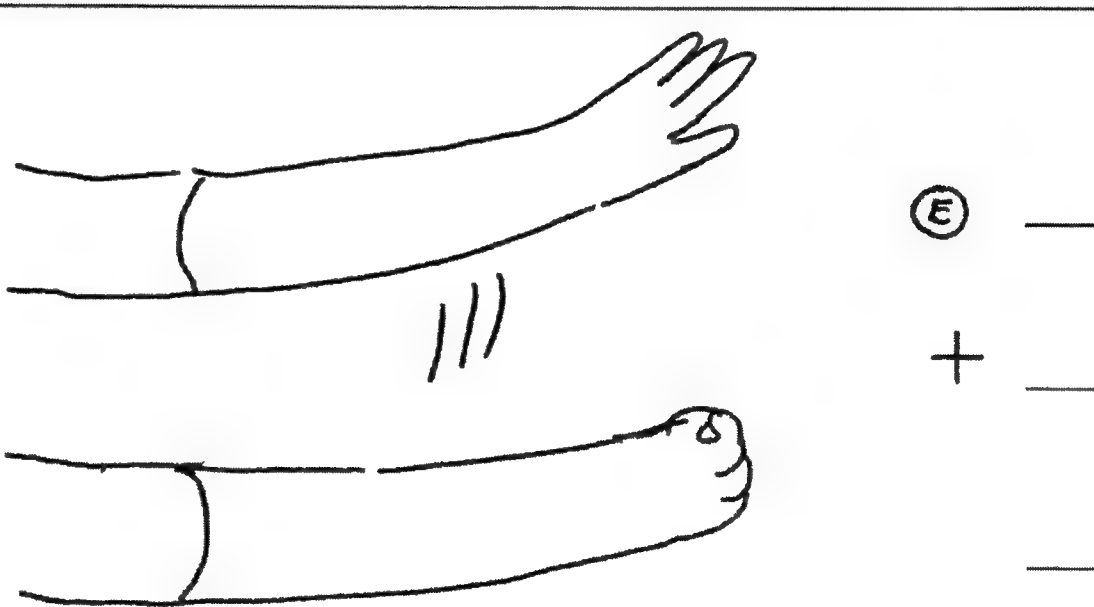
day night



Dialog:

Action:

Timing:



EPISODE #

Production :

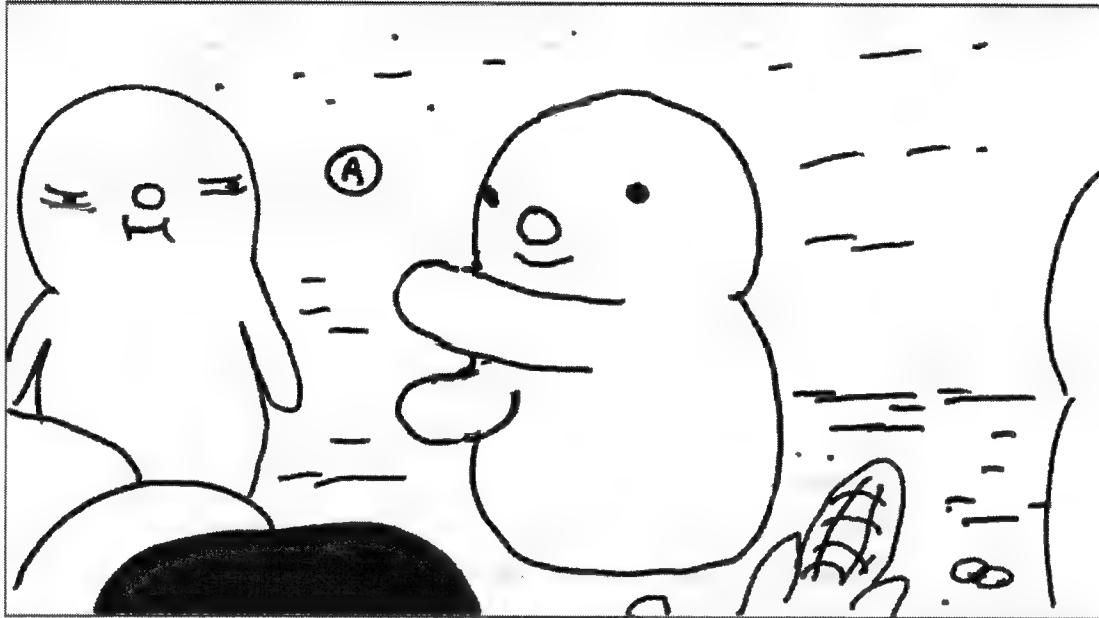
1025-183

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ADVENTURE TIME



Sc. 134 Pnl. A Bg. day night



Sc. 134 Pnl. B Bg. day night



Dialog:	(SFX) : THP - THP - THP :	
Action:	- SNAPPING OUDE TAPS ARMS TOGETHER (A B) (A B) (A B)	
Timing:		

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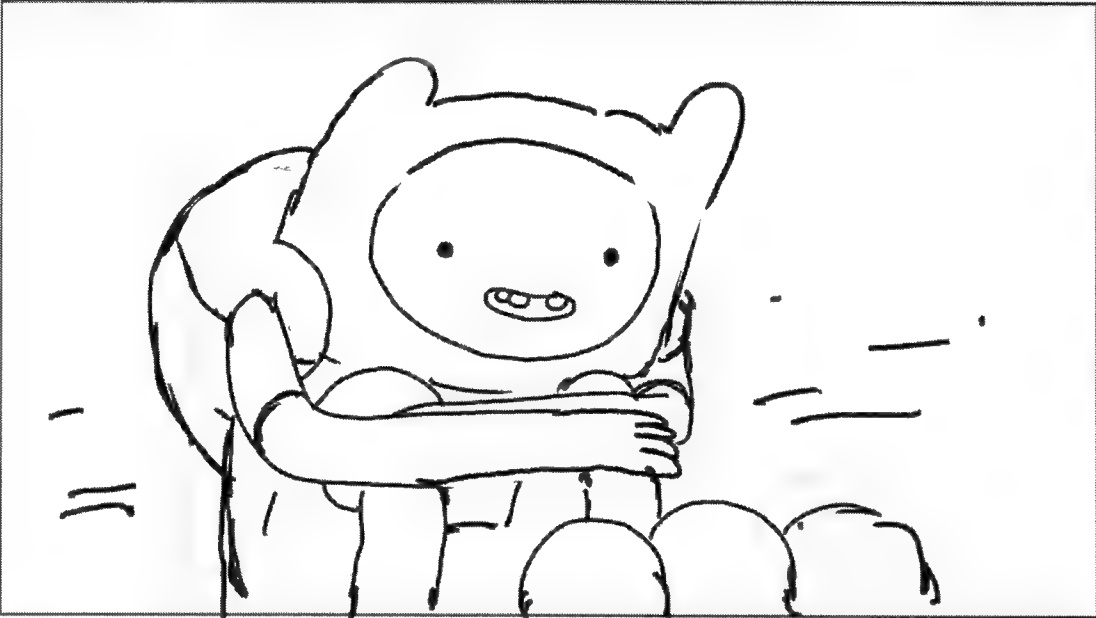


Sc. 139

Pnl. A

Bg.

day night

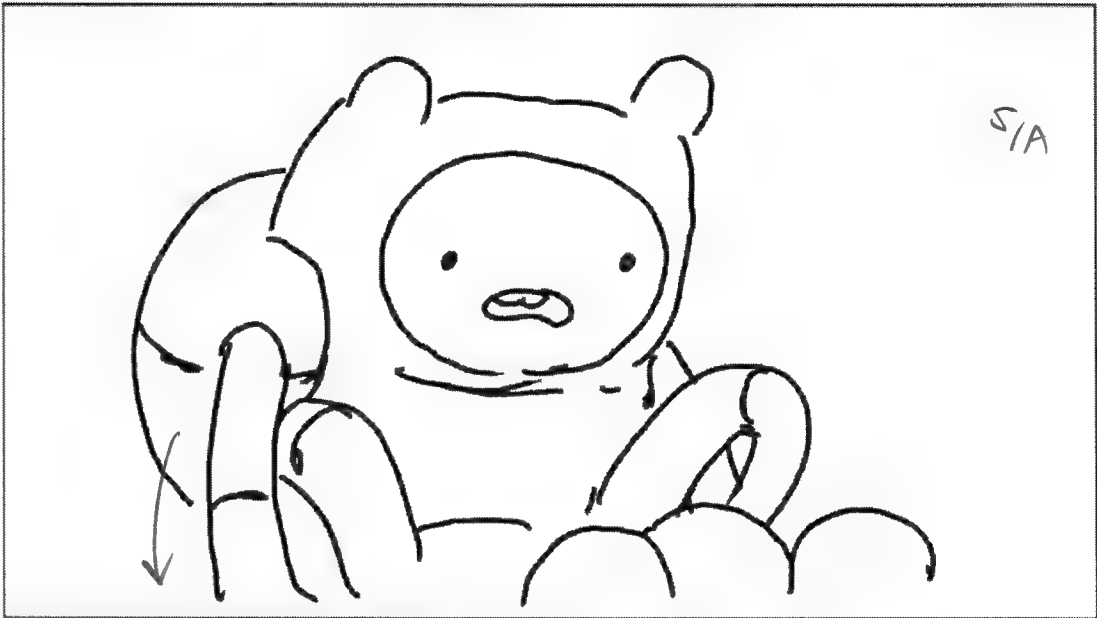


Sc. 139

Pnl. B

Bg.

day night



Dialog:

(F) HEH,  
CUTE .

(F) UH ... HEY . .

Action:

Timing:

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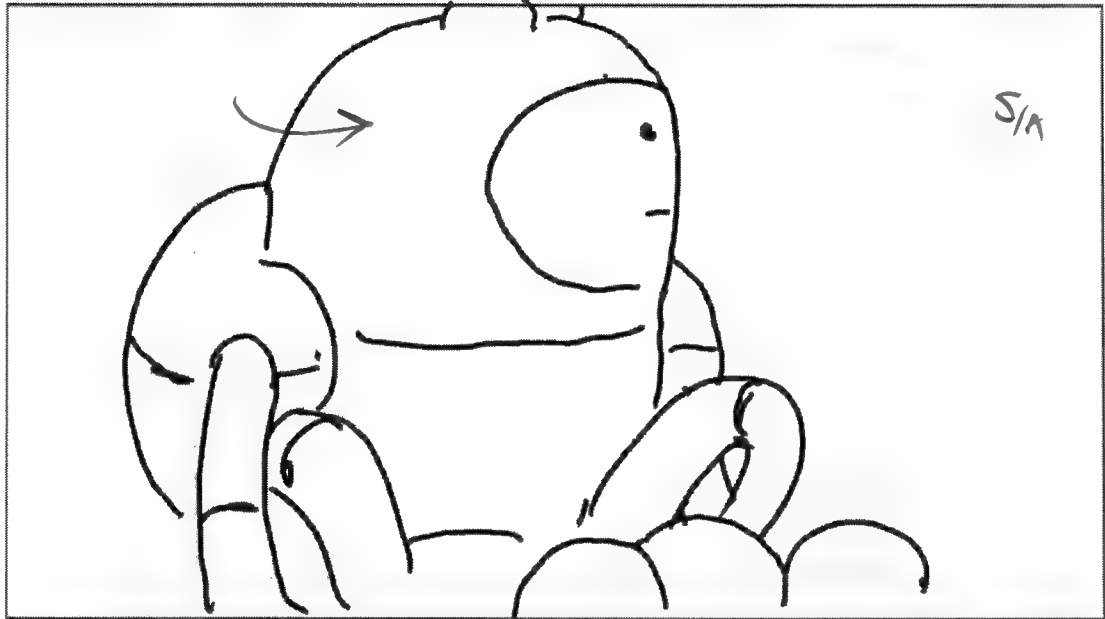


Sc. 139

Pnl. C

Bg.

day night



Sc. 135

Pnl. D

Bg.

day night



Dialog:

Ⓔ/ SO YOU GUYS REALLY BELIEVE IN THE TREE SPIRIT?

Action:

LOOKS AT DAD

Timing:

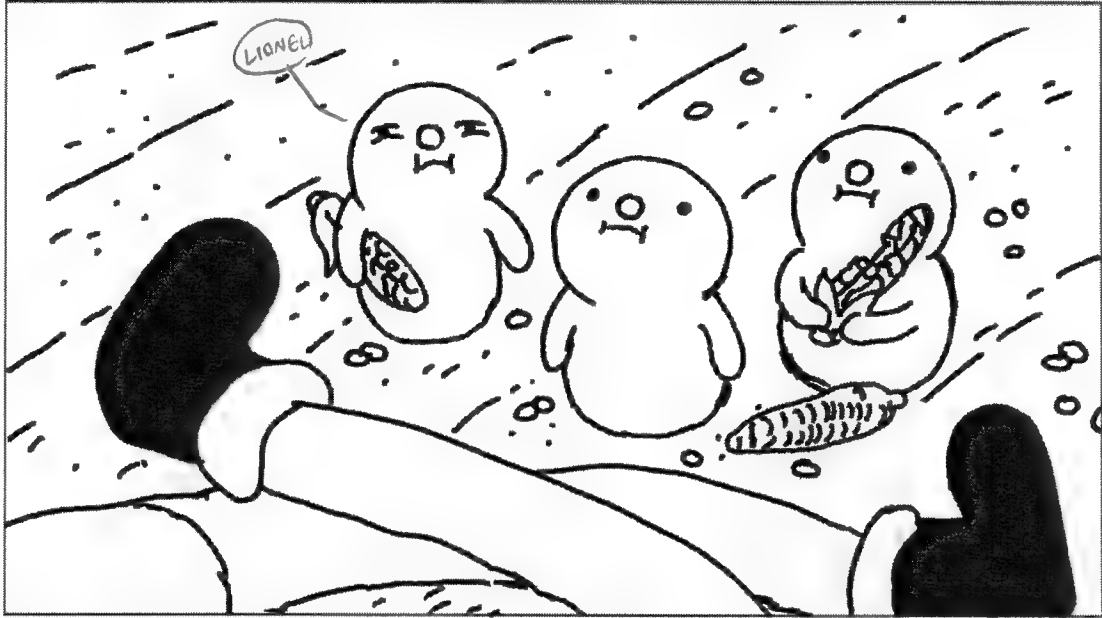
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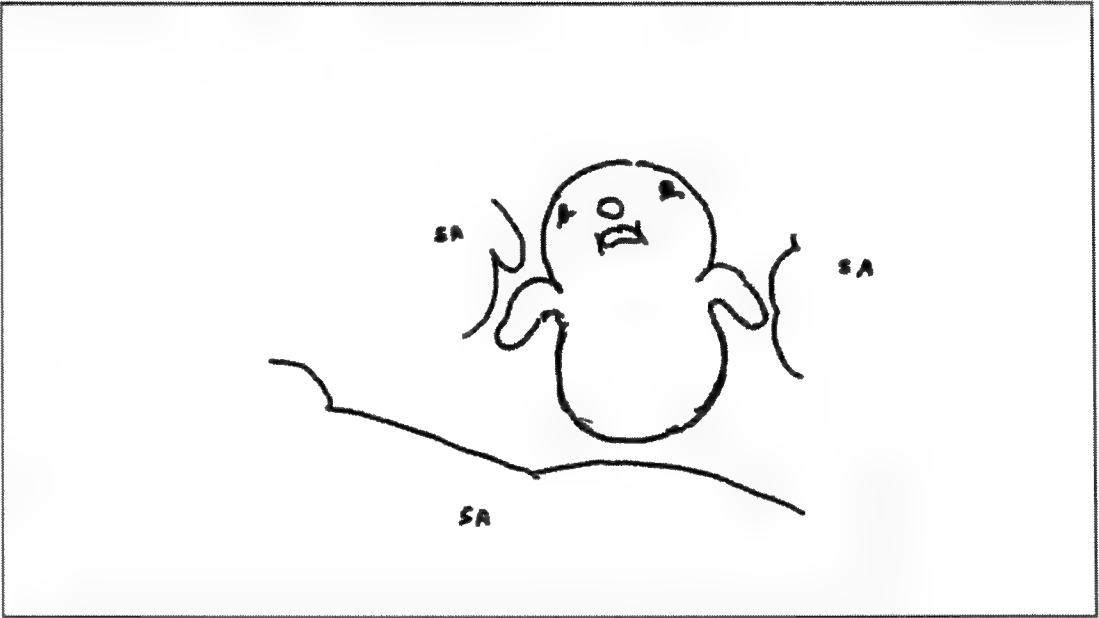
ADVENTURE TIME



Sc. 136 Pnl. A Bg. day night



Sc. 136 Pnl. B Bg. day night



Dialog:	(SD) EHH, NOT REALLY. I GUESS.
Action:	
Timing:	

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Production :



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# ADVENTURE TIME



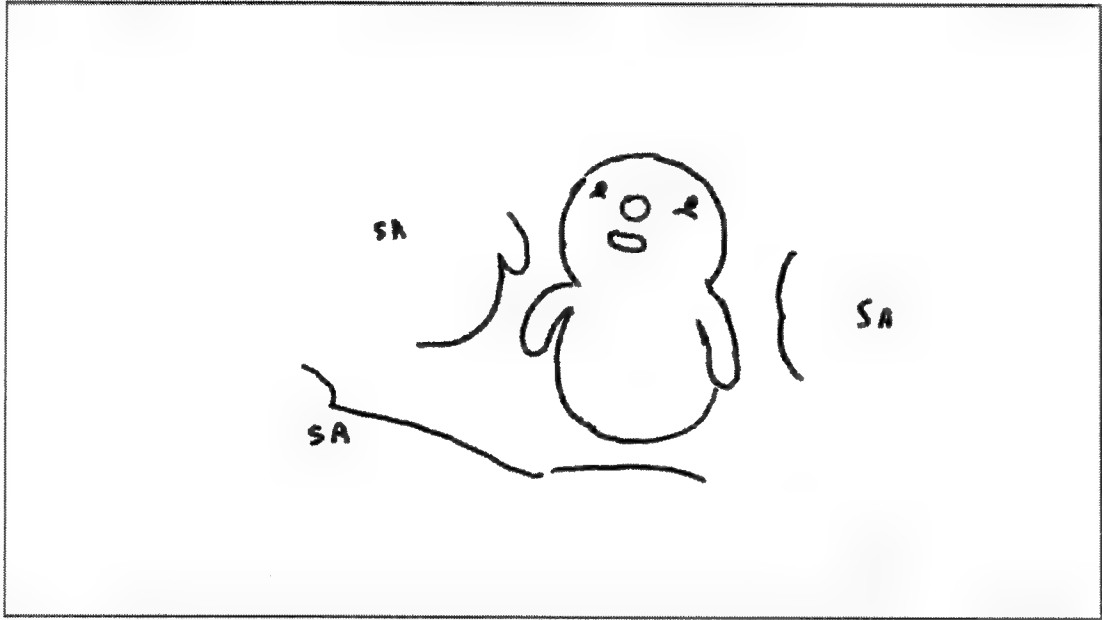
Page 147

Sc. 136

Pnl. C

Bg.

day night

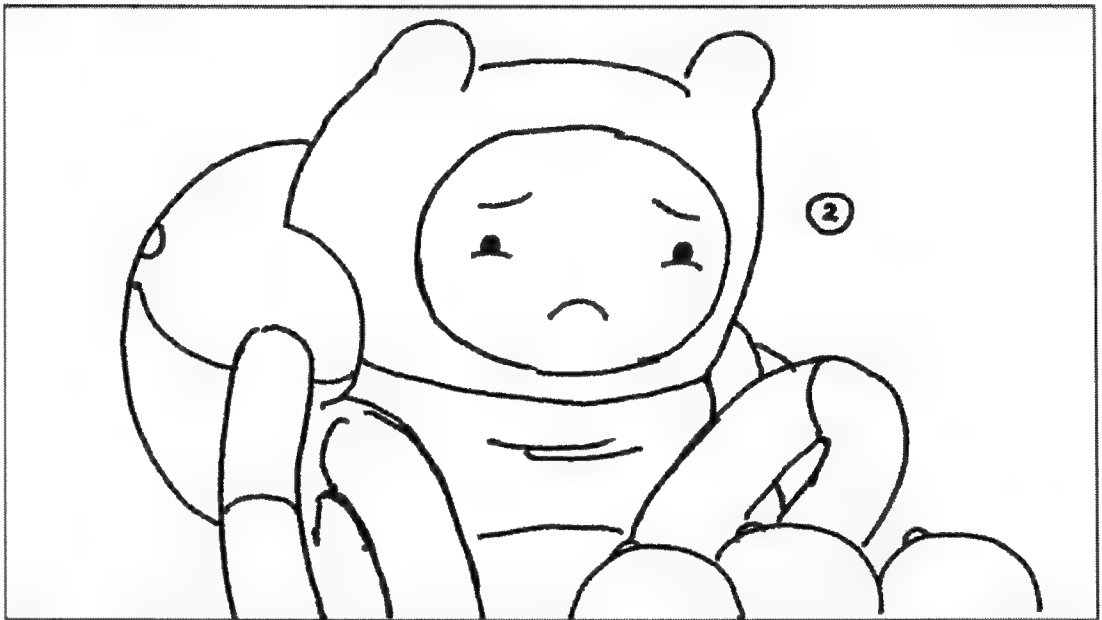


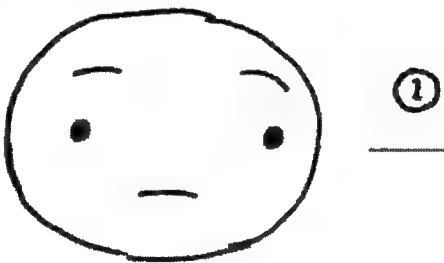
Sc. 137

Pnl. A

Bg.

day night



Dialog:	<p>SD: WE'RE KINDA JUST LOOKIN' TO HELP OUT.</p> <p>(E) MHN...</p>
Action:	
Timing:	

EPISODE # 1025-183

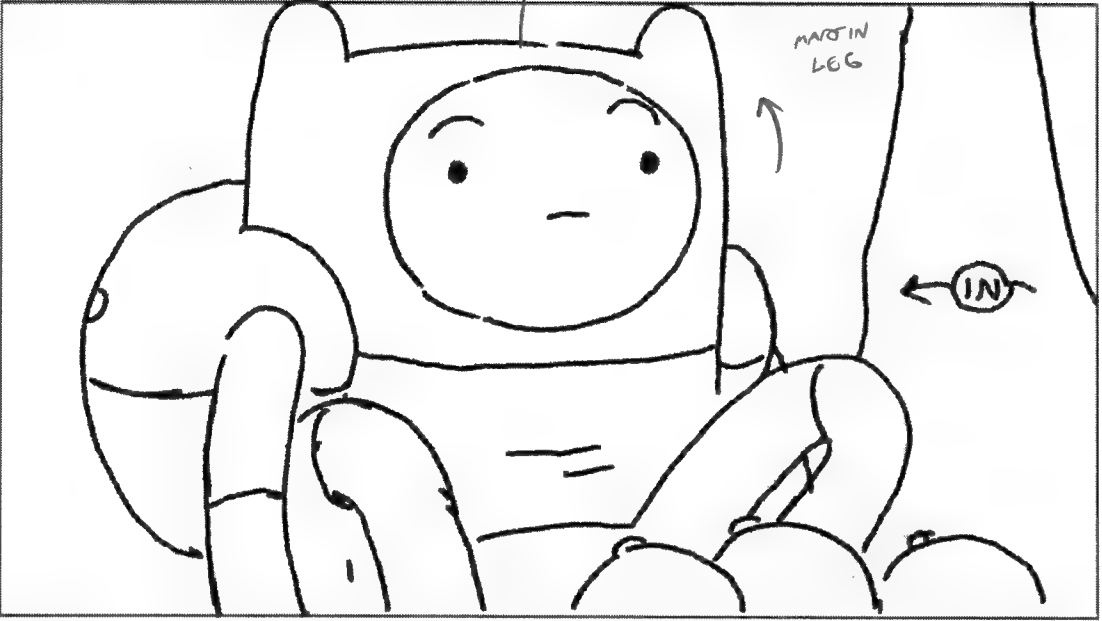
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ADVENTURE TIME



Sc. 137 Pnl. 8 Bg. day night



Sc. 138 Pnl. A Bg. day night



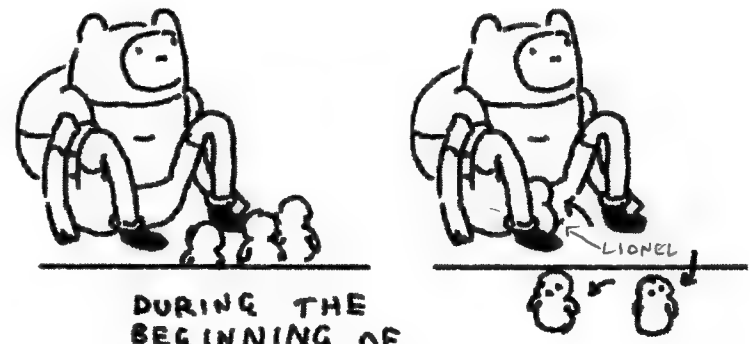
Dialog:

2 (e/s) AYY!

Action:

-M WALKS UP BEHIND F.

Timing:



DURING THE BEGINNING OF THE SCENE, 2 DUDES HOP OFF, THE SLEEPY ONE MOVES TOWARDS FINN.

1025-183  
EPISODE #  
Production :

ADVENTURE TIME

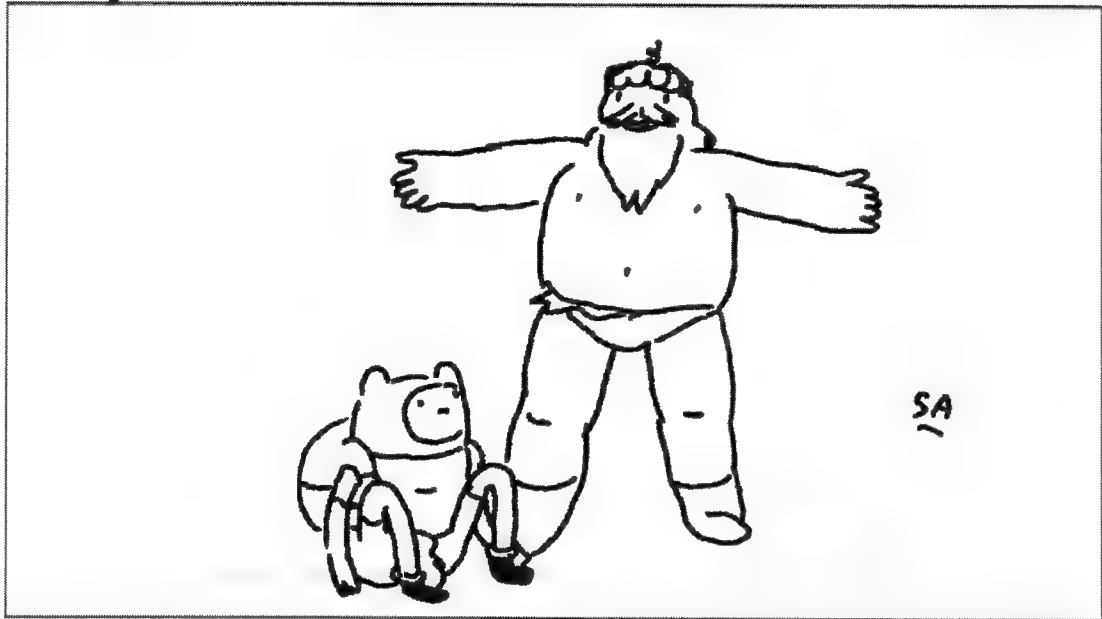


Sc. 138

Pnl. B

Bg.

day night



Sc. 138

Pnl. C

Bg.

day night



Dialog:

(M) IT'S FINN - WITH - THE - GRIN,  
MIND IF I SIT DOWN?

Action:

Timing:

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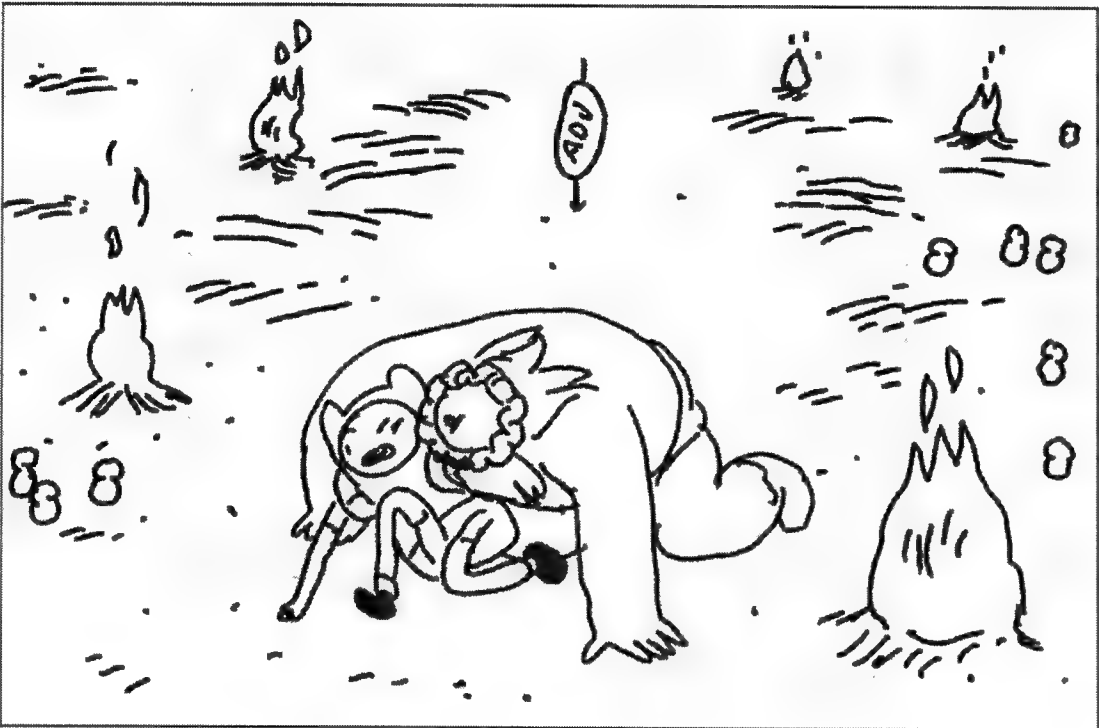


Sc. 138

Pnl. 0

Bg.

day night



(FINN) = GRUNT =  
(M) = UNF! =

Action:

- M. LEANS FORWARD INTO FINN
- ADU. W/ ACTION!

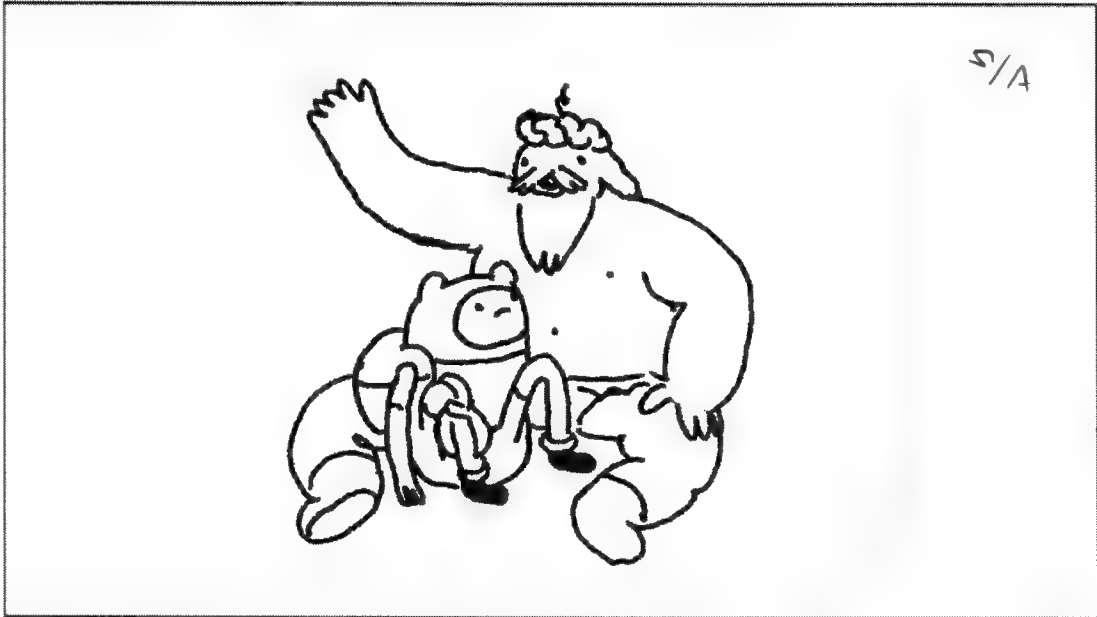
Timing:

Sc. 138

Pnl. 15

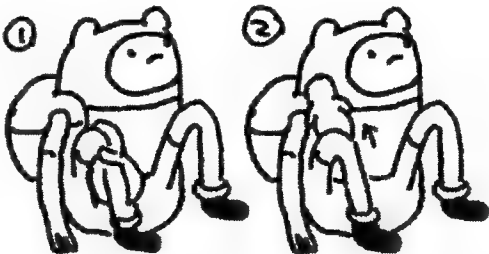
Bg.

day night



(M)

HAHA! LOOK AT THIS!  
YOU EVER SEE SOMEONE  
SIT LIKE THIS?!



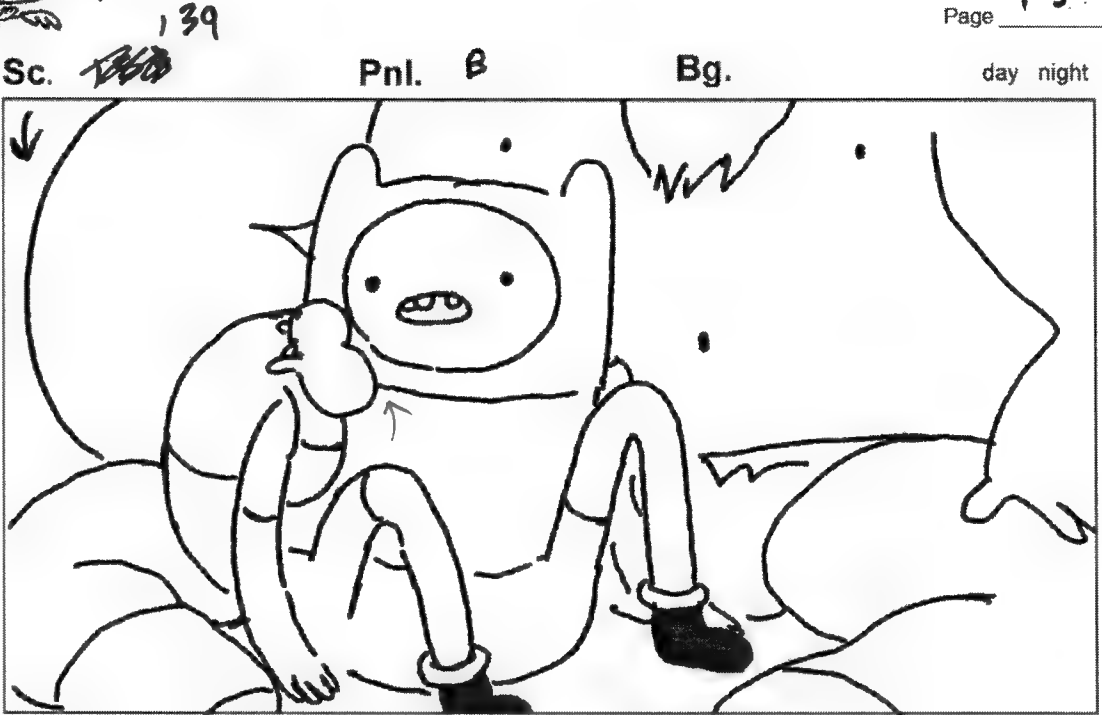
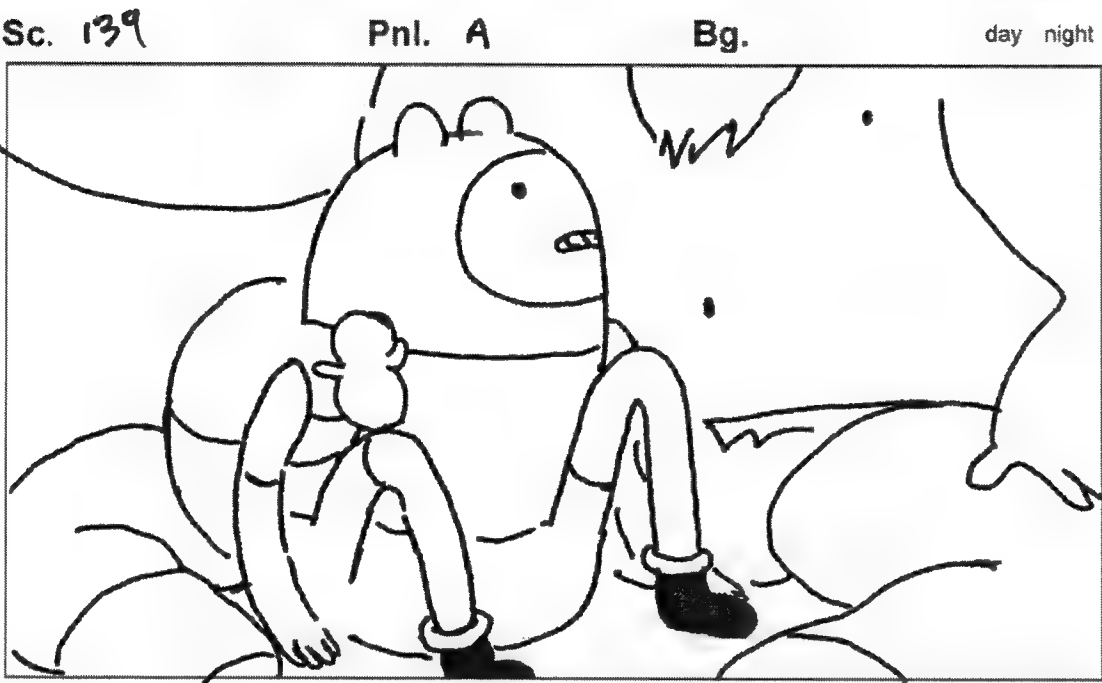
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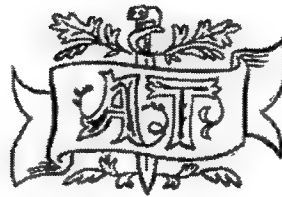
ADVENTURE TIME



Dialog:	(F) I GUESS NOT.
Action:	-LIONEL CRAWLS ONTO BACKPACK.
Timing:	

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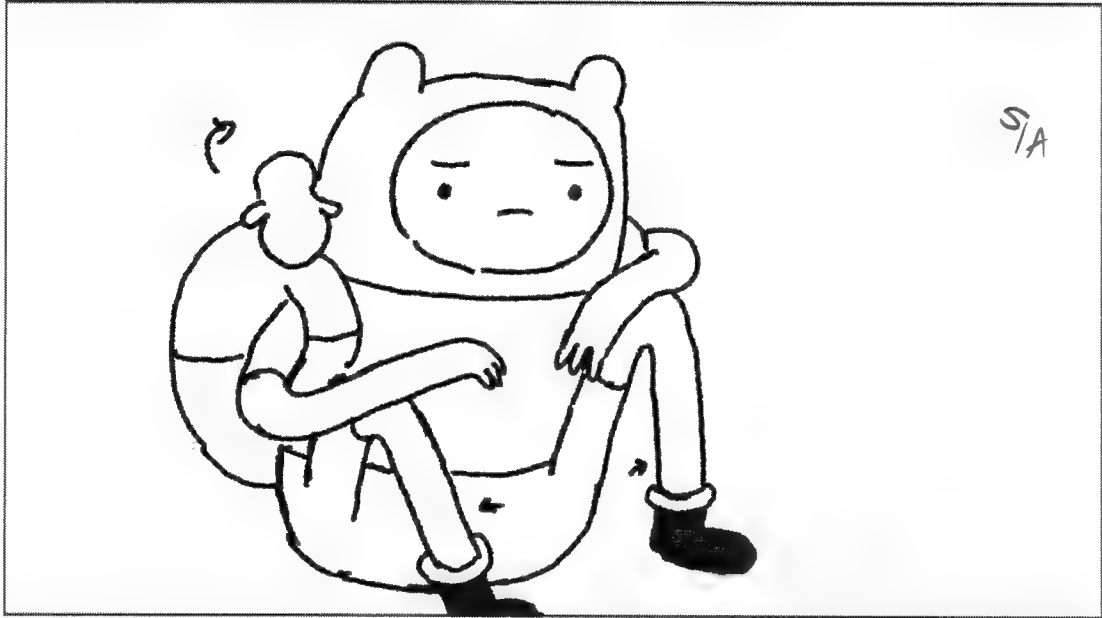


Sc. 139

Pnl. C

Bg.

day night

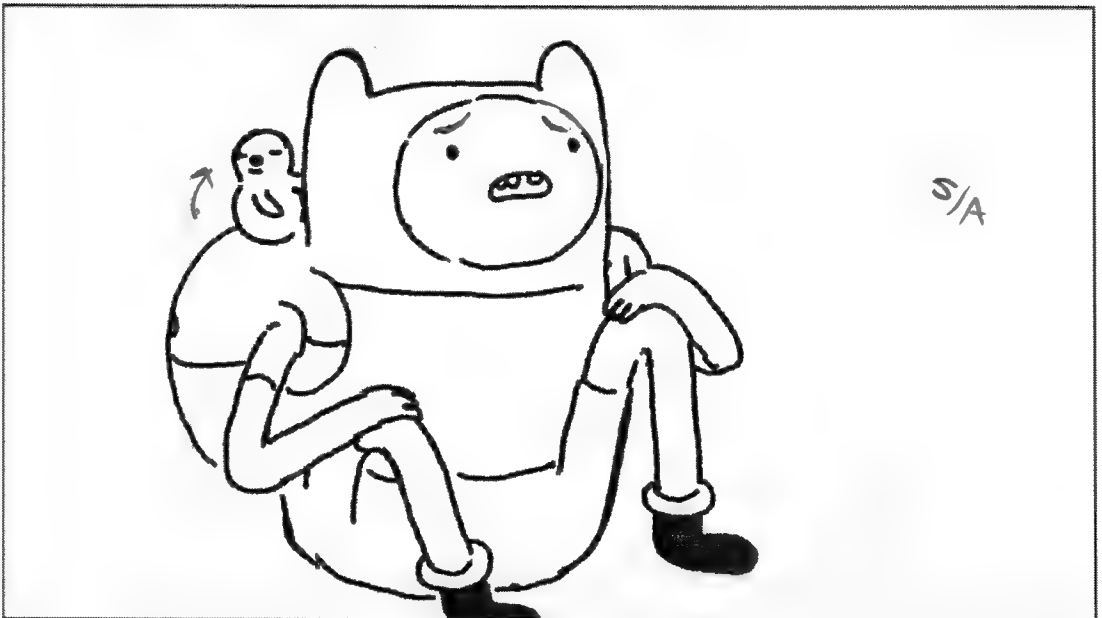


Sc. 139

Pnl. D

Bg.

day night

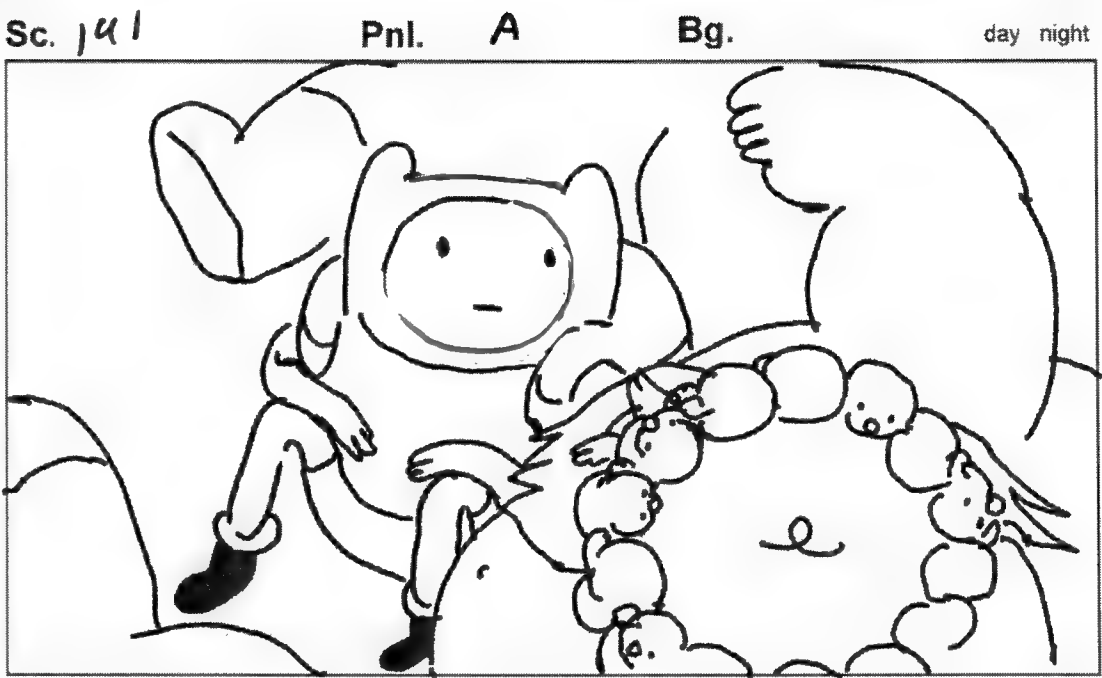
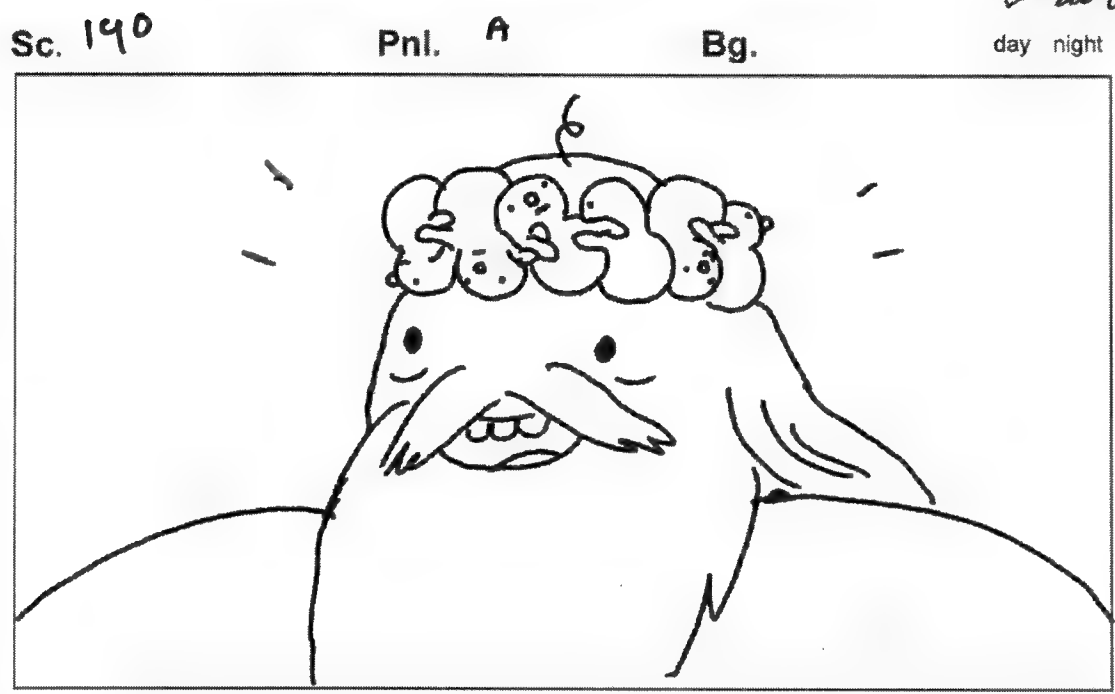


Dialog:	HEY ⓔ MARTIN?
Action:	- THIS IS THE SLEEPY DUDE - FROM EARLIER. (LIONEL)
Timing:	

EPISODE # 1025-183  
Production :

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ADVENTURE TIME

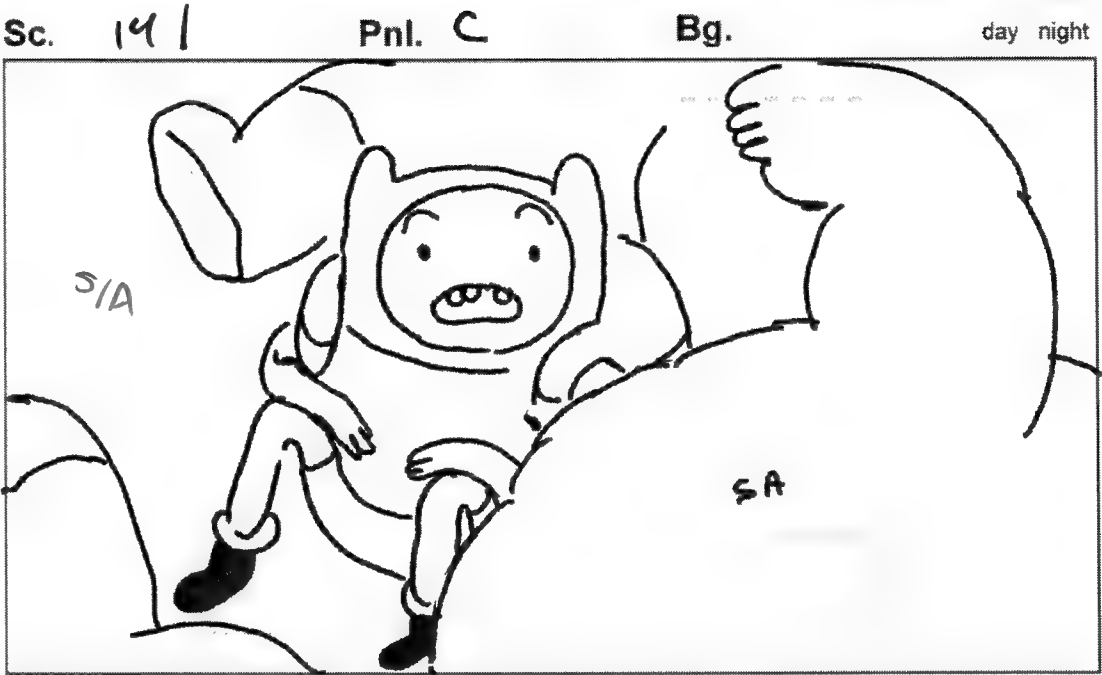
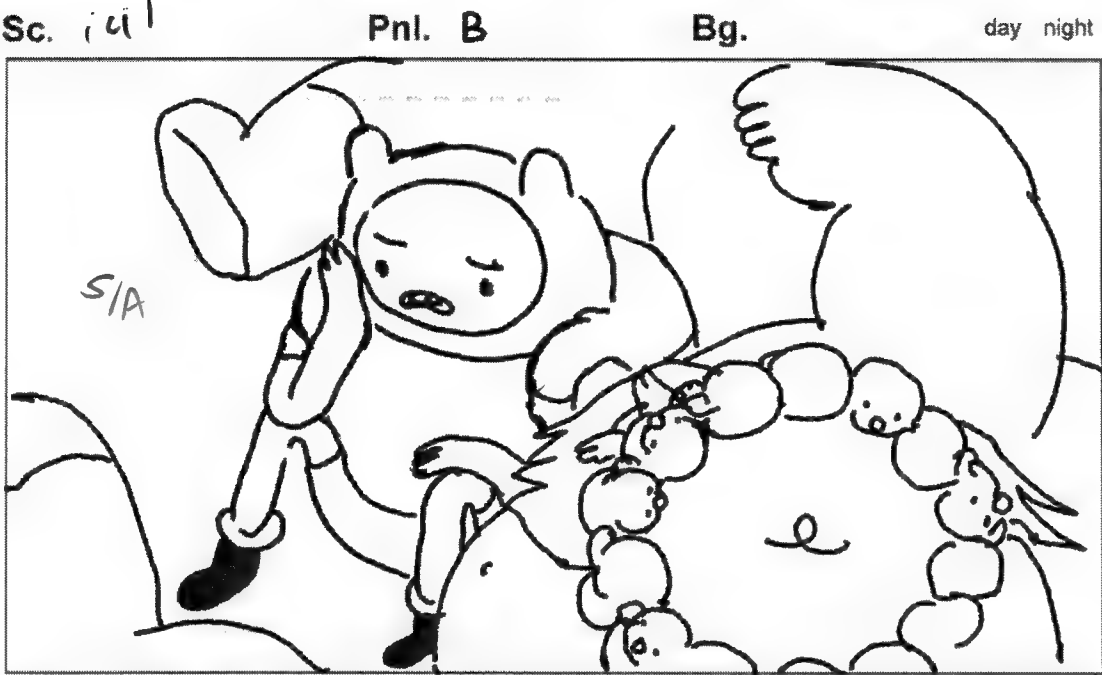


Dialog:	(M) YEAH!
Action:	SAID LIKE HE'S AGREEING, NOT LIKE HE'S ANSWERING A QUESTION.
Timing:	

EPISODE # 1025-183  
Production :

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ADVENTURE TIME



Dialog:	
Ⓕ/ UH... I THINK I REALLY NEED SOME ANSWERS TO STUFF...	Ⓕ/ LIKE WHERE DID I COME FROM? WHO IS MY MOM?
Action:	
Timing:	

EPISODE # 1025-183

Production :



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ADVENTURE TIME

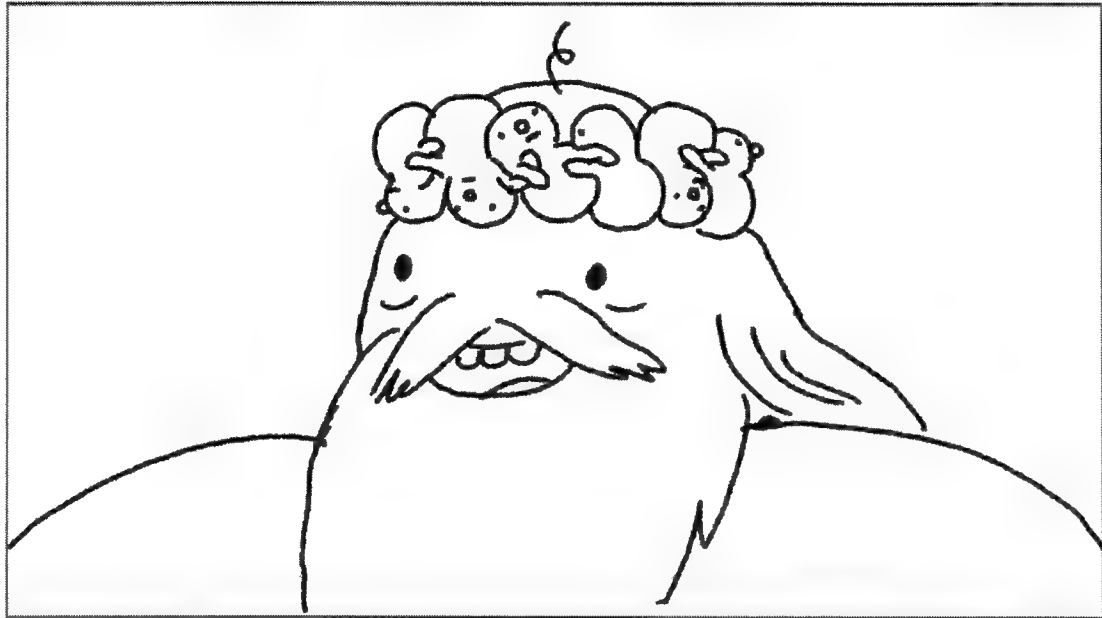


Sc. 142

Pnl. A

Bg.

day night

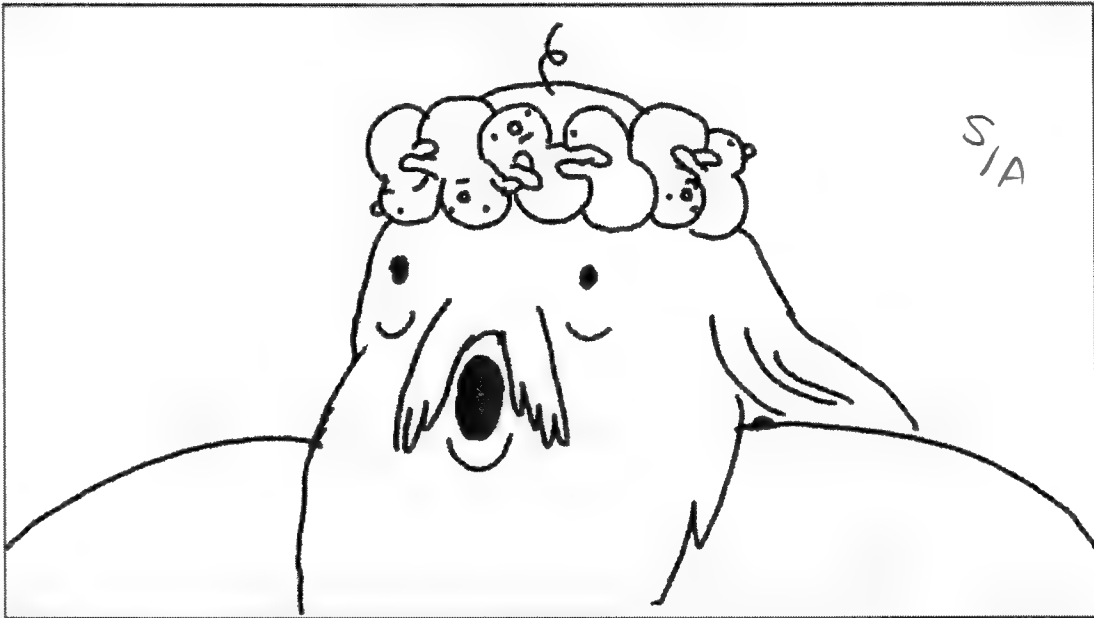


Sc. 142

Pnl. B

Bg.

day night



Dialog:

Ⓜ/ H A H A ,

Ⓜ/ W H O O P S !

Action:

Timing:

EPISODE # 1025-183

Production :

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ADVENTURE TIME

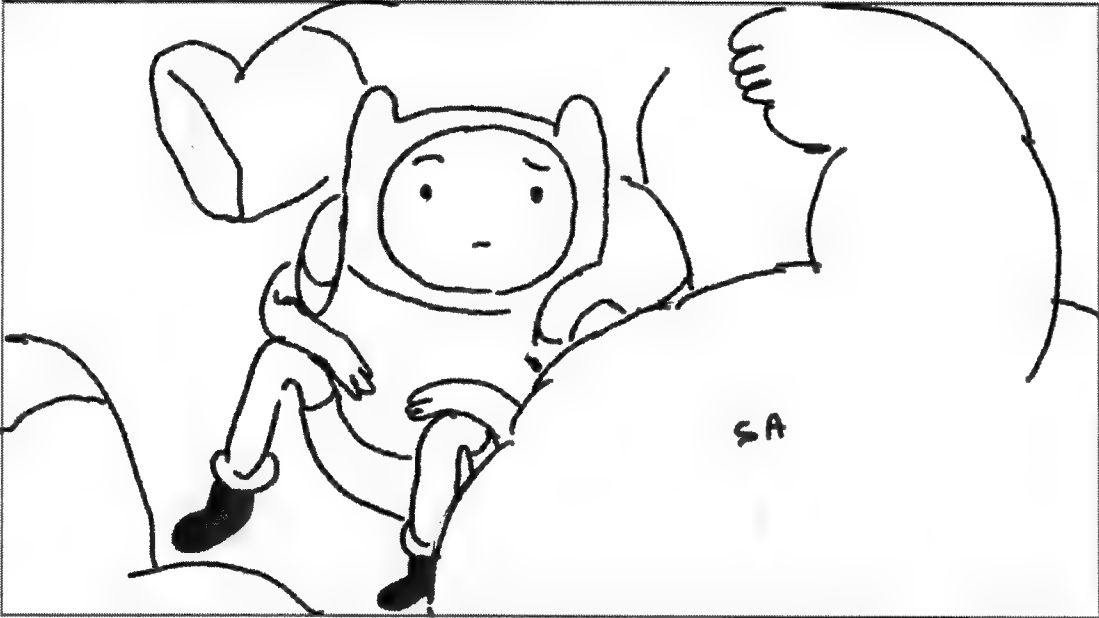


Sc. 143

Pnl. A

Bg.

day night



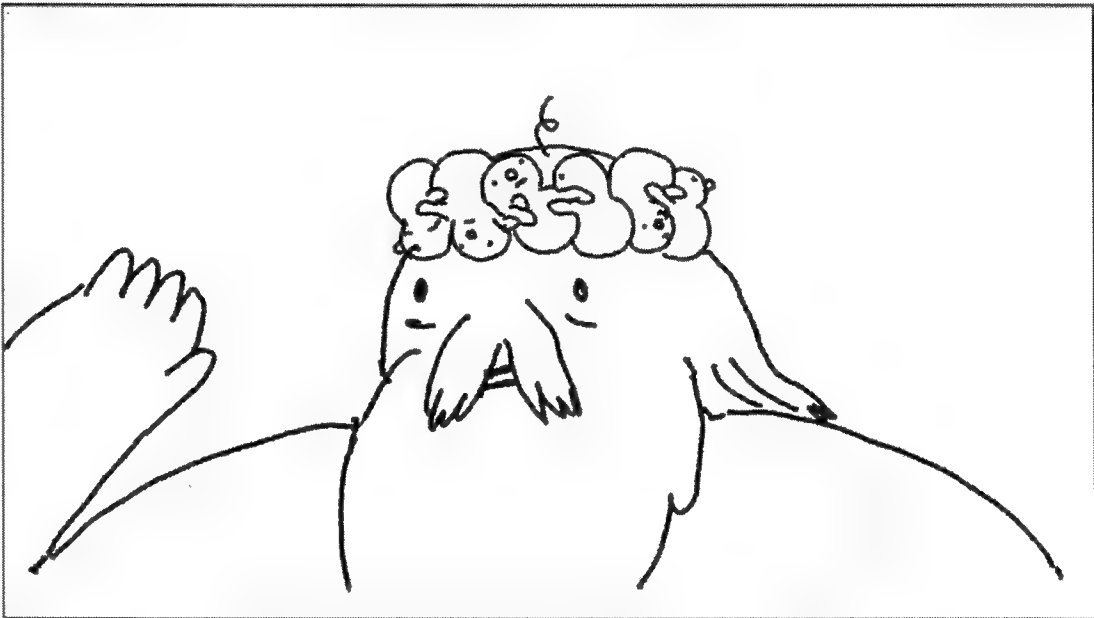
144

Sc. ~~143~~

Pnl. A

Bg.

day night

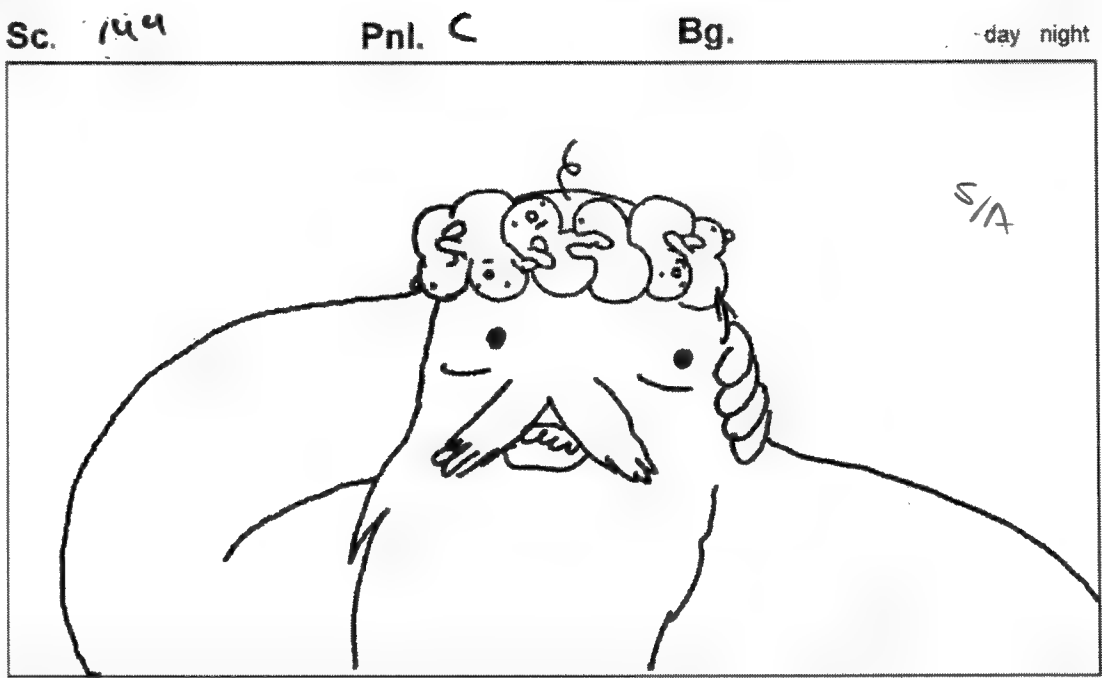
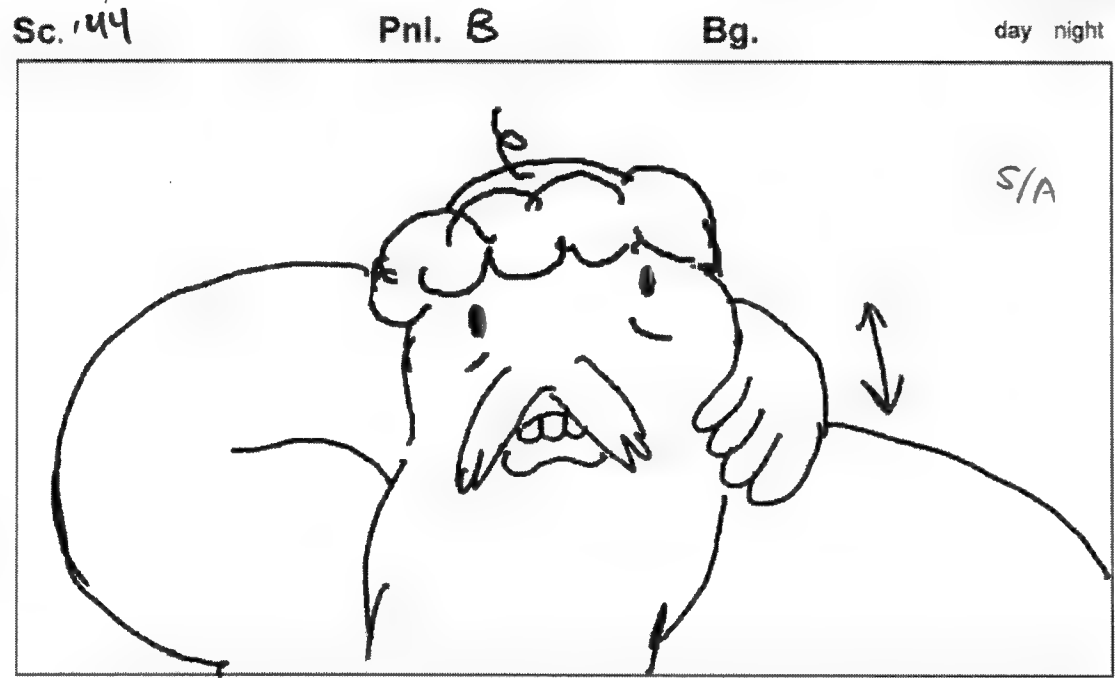


Dialog:
Action: ≡ BEAT ≡
Timing:
≡ S.O.P. ≡

Production :  
EPISODE # 1025-183

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ADVENTURE TIME



Dialog:

(M) OKAY , LONG STORY SHORT,  
YOU WERE BORN ON A ...  
BOAT ...

(M) I GUESS .

Action:

M RUBS NECK A FEW TIMES .

Timing:

EPISODE # 1025-183

Production :

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# ADVENTURE TIME

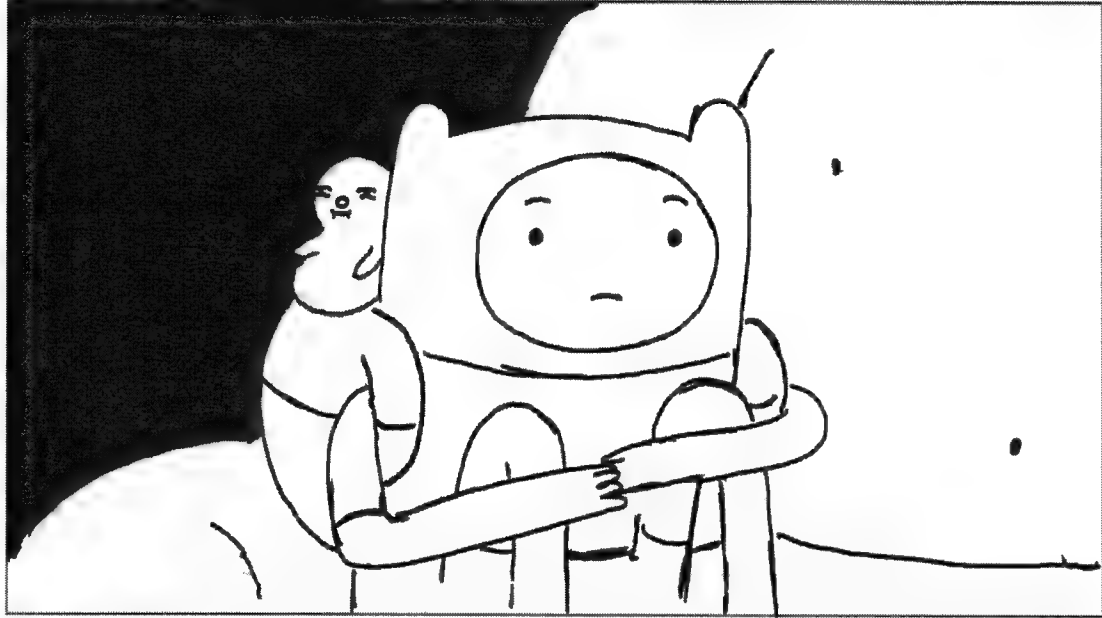


Sc. 44

Pnl. A

Bg.

day night

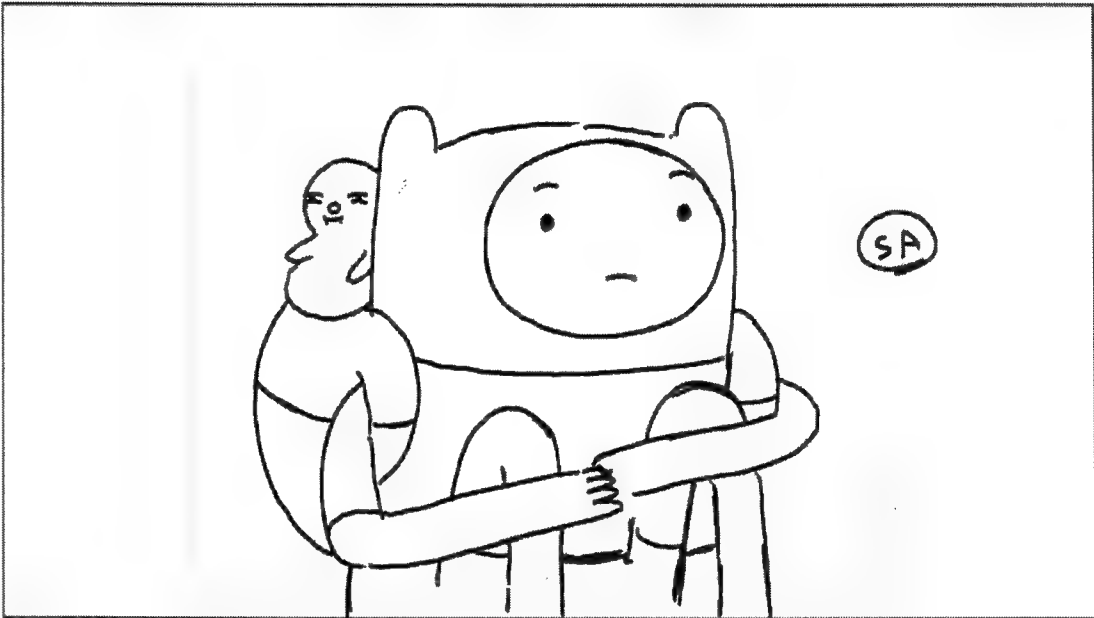


Sc. 45

Pnl. B

Bg.

day night



Dialog:
(SFX) RISING STORM & WAVES. (M) (o/s) LIKE... A BANANA BOAT.
Action:
Timing:

EPISODE # 1025-183  
Production :

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ADVENTURE TIME



Sc. 145

Pnl. C

Bg.

day night

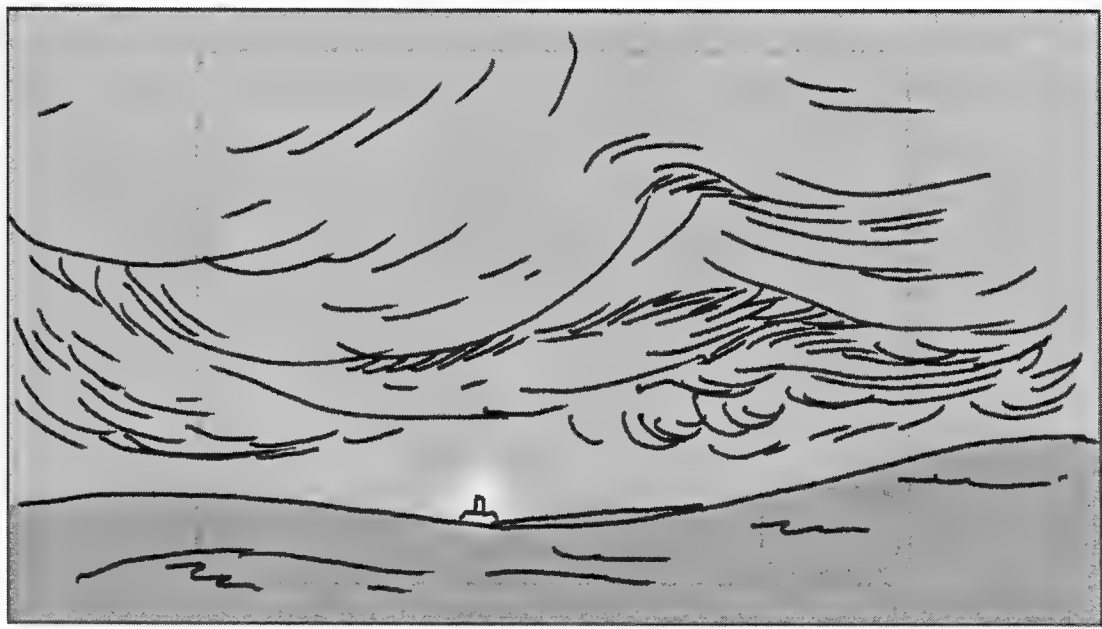


Sc. 146

Pnl. A

Bg.

day night



Dialog:	(SFX) LIGHTNG CRASH. (0/5) IN THE MIDDLE OF THE OCEAN.
Action:	(SFX) WIND, WAVES, ← CLOUDS MOVING — CLOUDS ROILING, IMPRESSIVE LOOKING.
Timing:	

EPISODE # 1025-183  
Production :

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# ADVENTURE TIME



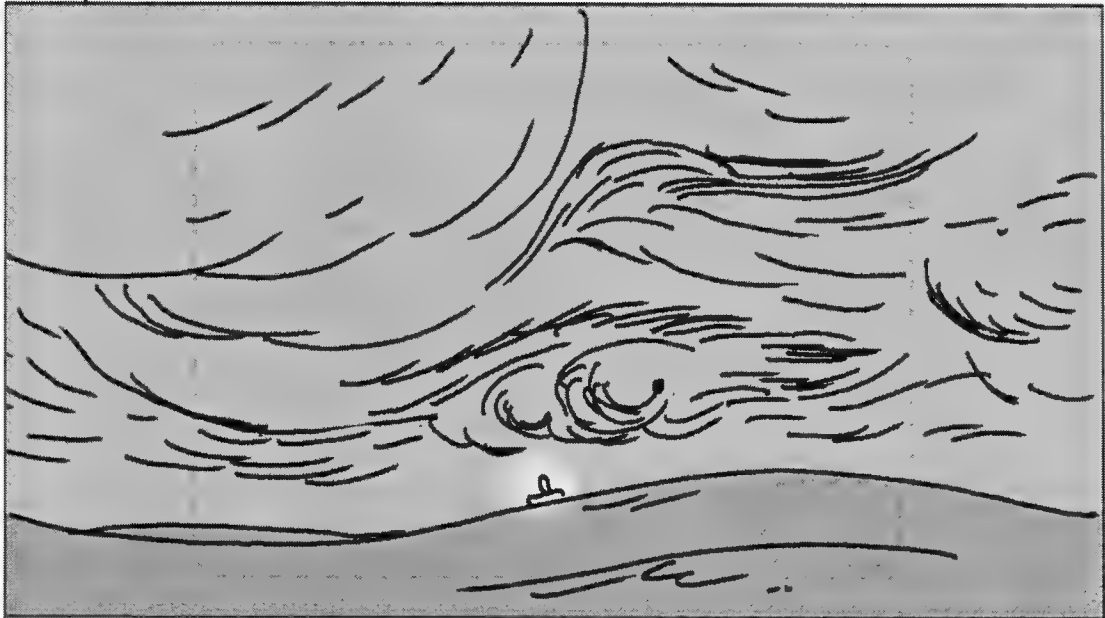
Page 160

Sc. 146

Pnl. B

Bg.

day night

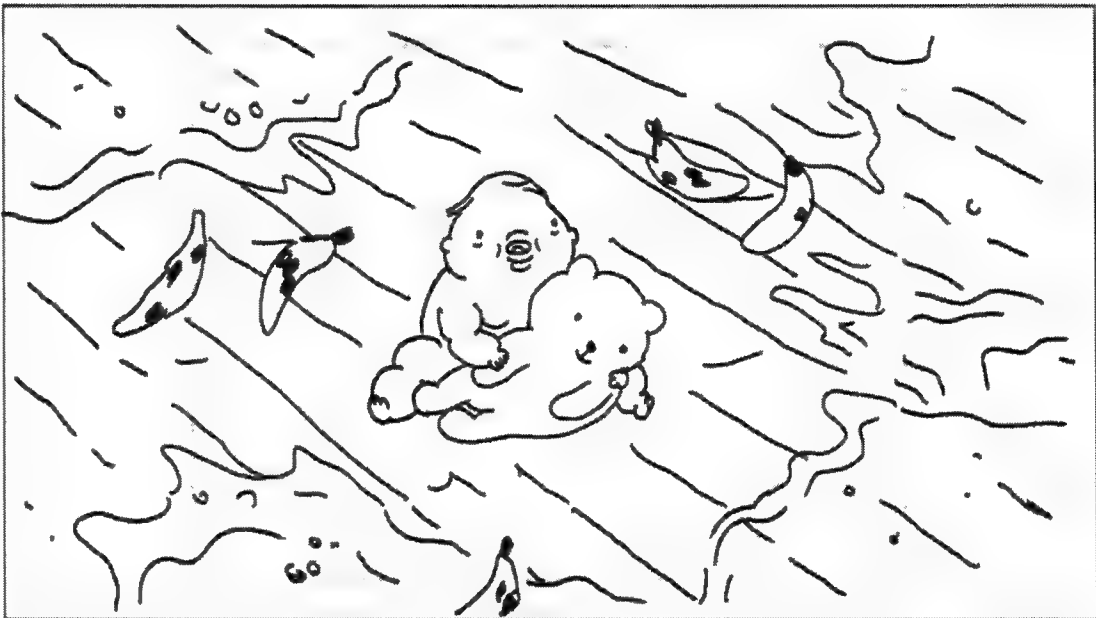


Sc. 147

Pnl. A

Bg.

day night

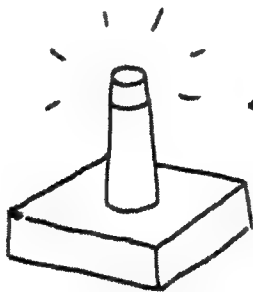


Dialog:

(M) (0/5)

SO... ALL KINDS OF STUFF TRIED TO EAT YOU.

Action:



← RUFF SHIP DESIGN.

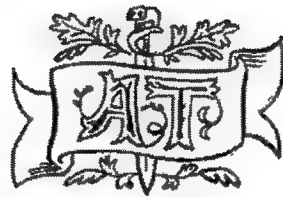
Timing:

- ONE - DAY - OLD FINN,  
WITH A WHITE TEDDY BEAR.
- ON A WET, WOODEN DECK  
WITH BANANAS.
- PUDDLES & BANANAS NOT PART  
OF THE BG.

EPISODE # 1025-183  
Production :

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ADVENTURE TIME

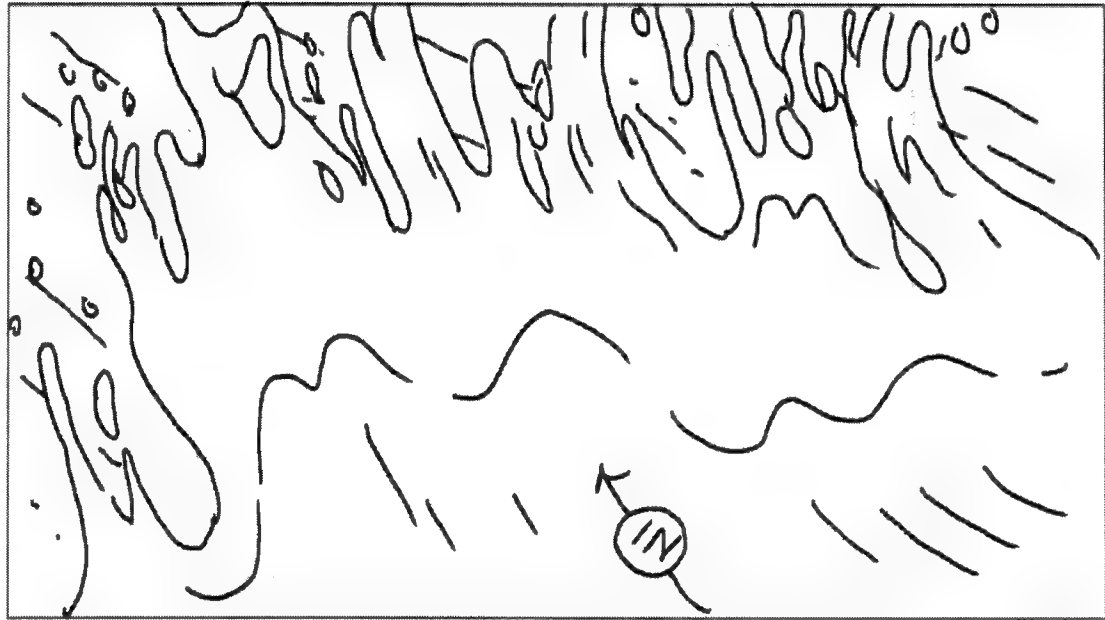


Sc. 147

Pnl. 6

Bg.

day night



Sc. 147

Pnl. c

Bg.

day night



Dialog:
<p>(SFX) CRASH! (O/S) (M) WHALES AND FISH ...</p>
Action:
Timing:

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ADVENTURE TIME

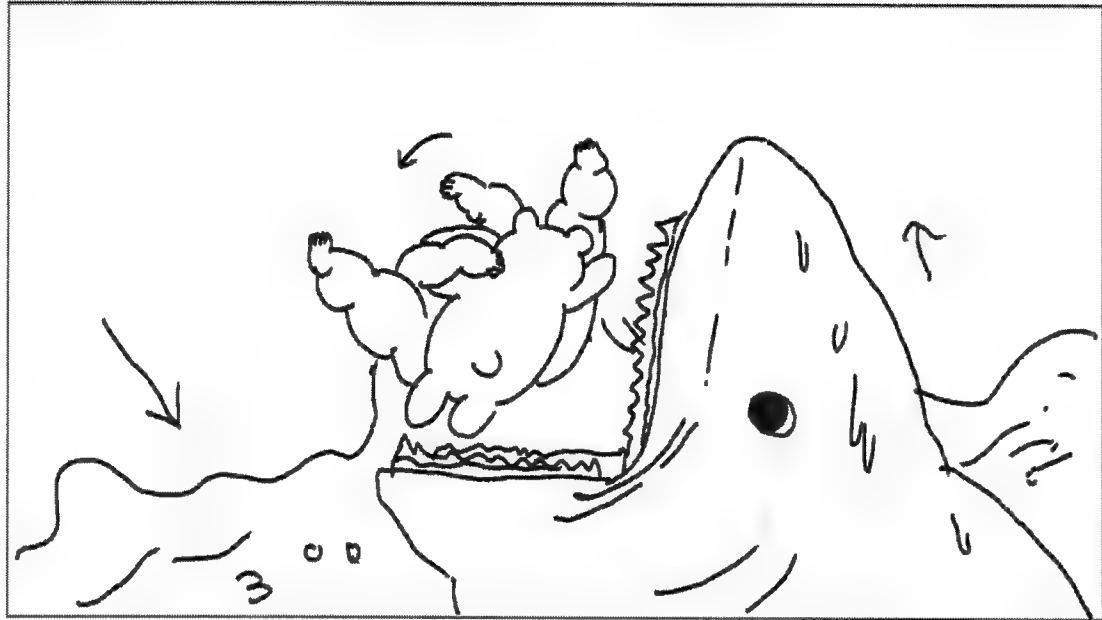


Sc. 147

Pnl. D

Bg.

day night

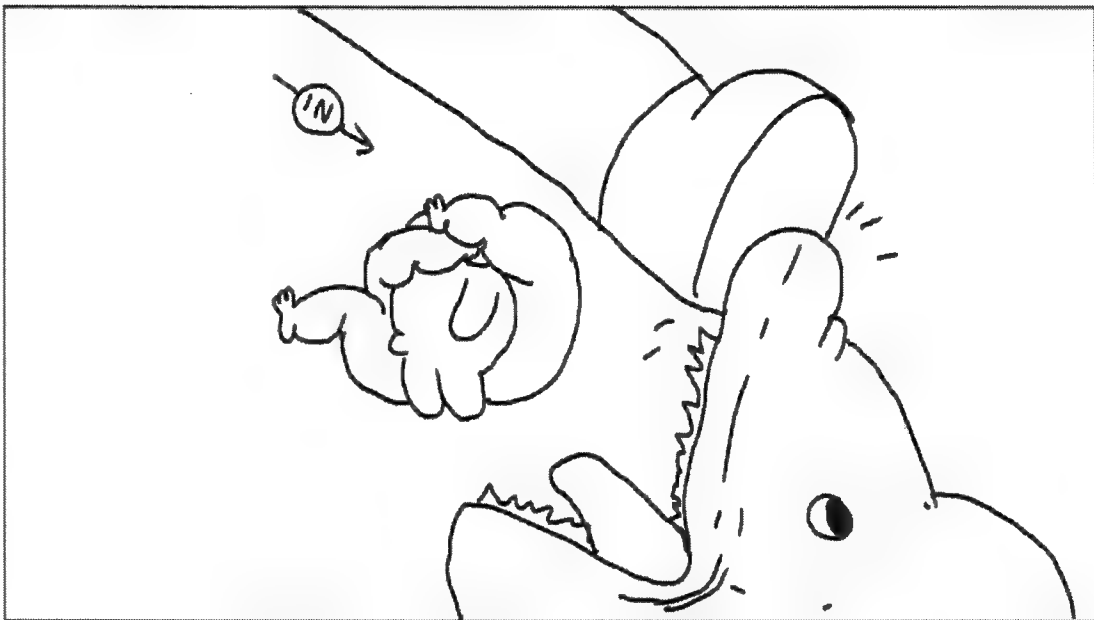


Sc. 147

Pnl. E

Bg.

day night



Dialog:

SFX: \* WHAM! \*

Action:

- WATER SWEEPS OUT,  
- SHARK GETS READY TO BITE -

- MARTIN KICKS IT IN THE SNOOT.

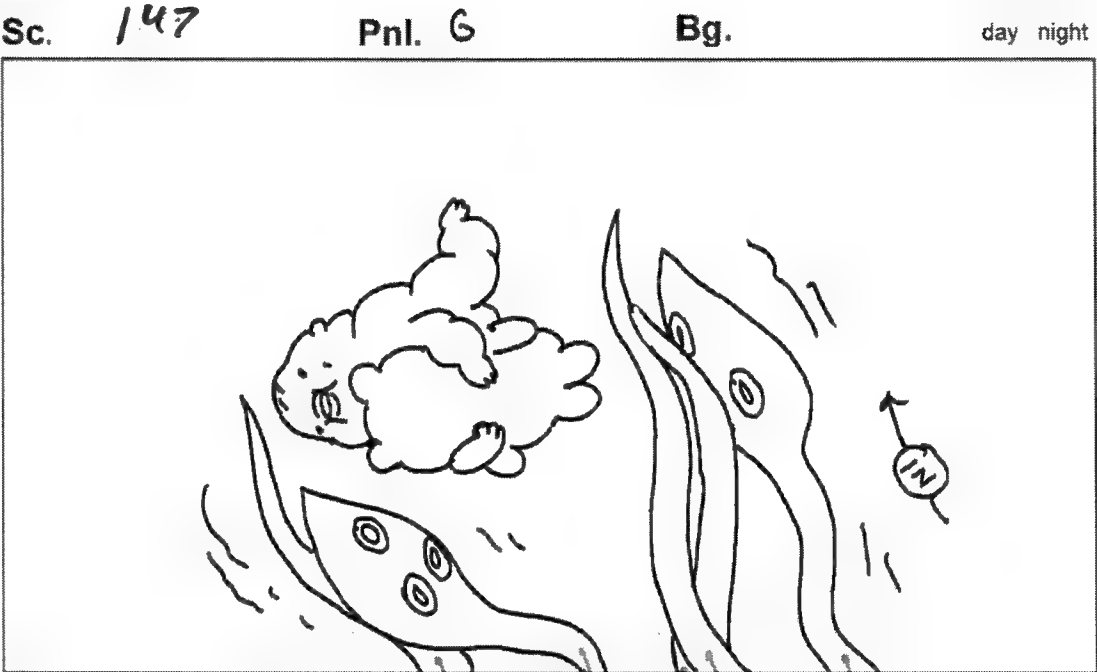
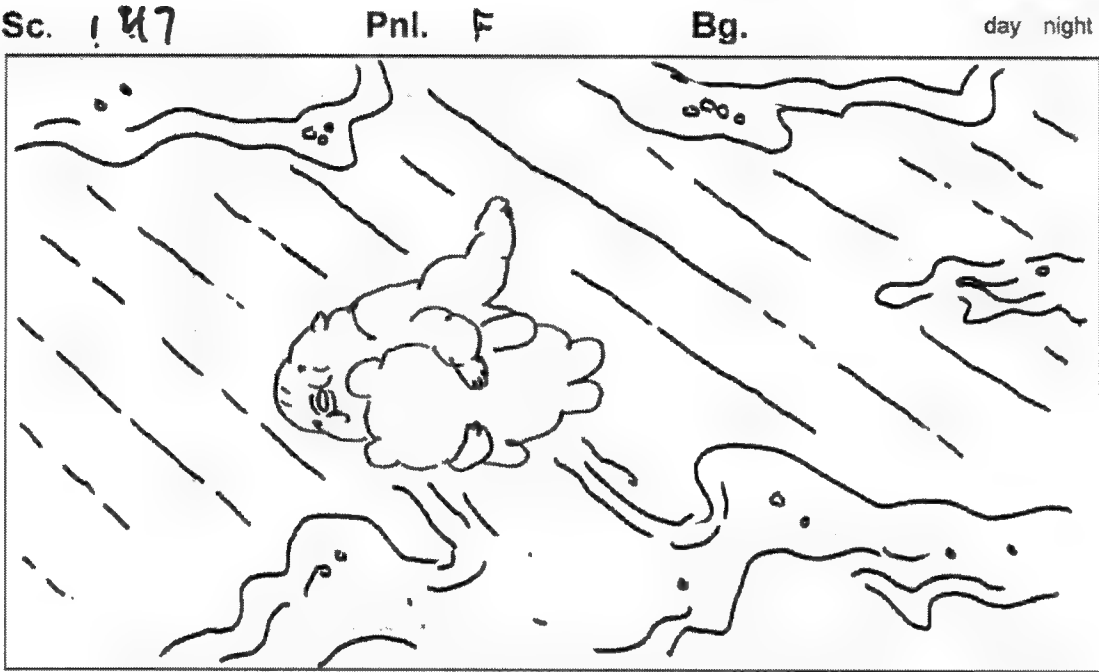
Timing:

EPISODE # 1025-183  
Production :



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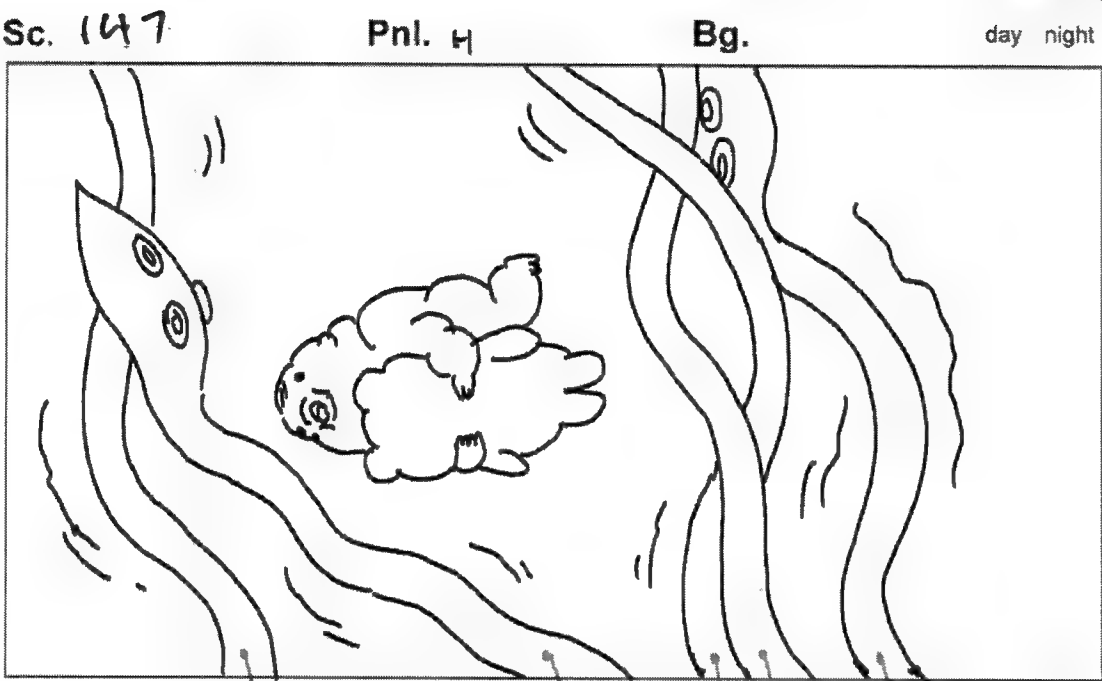
ADVENTURE TIME



Dialog:	(O/S) ② ... SQUIP S ...
Action:	
Timing:	

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# ADVENTURE TIME

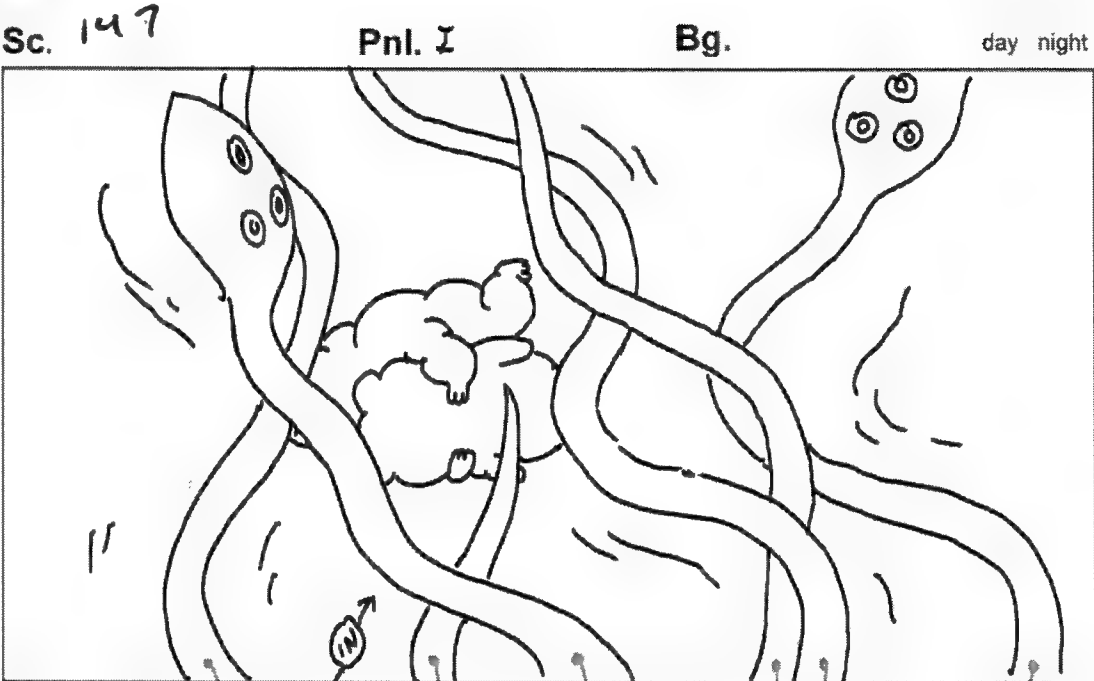


Dialog:

Action:

RAPID FLAILING.

Timing:



Dialog:

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ADVENTURE TIME

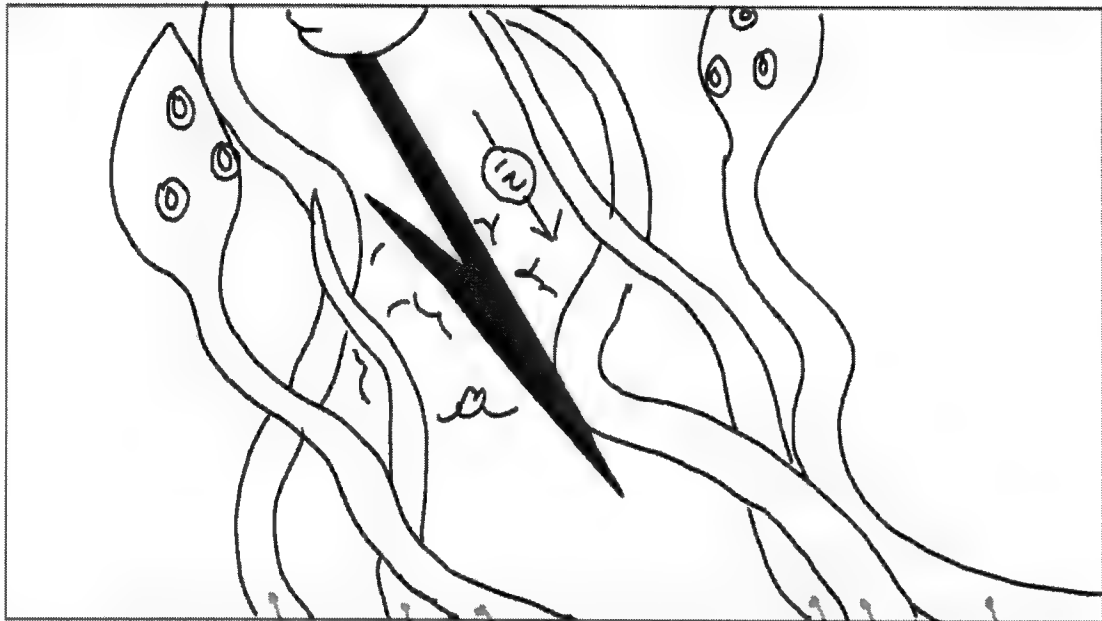


Sc. 147

Pnl. J

Bg.

day night



Dialog:

Action:

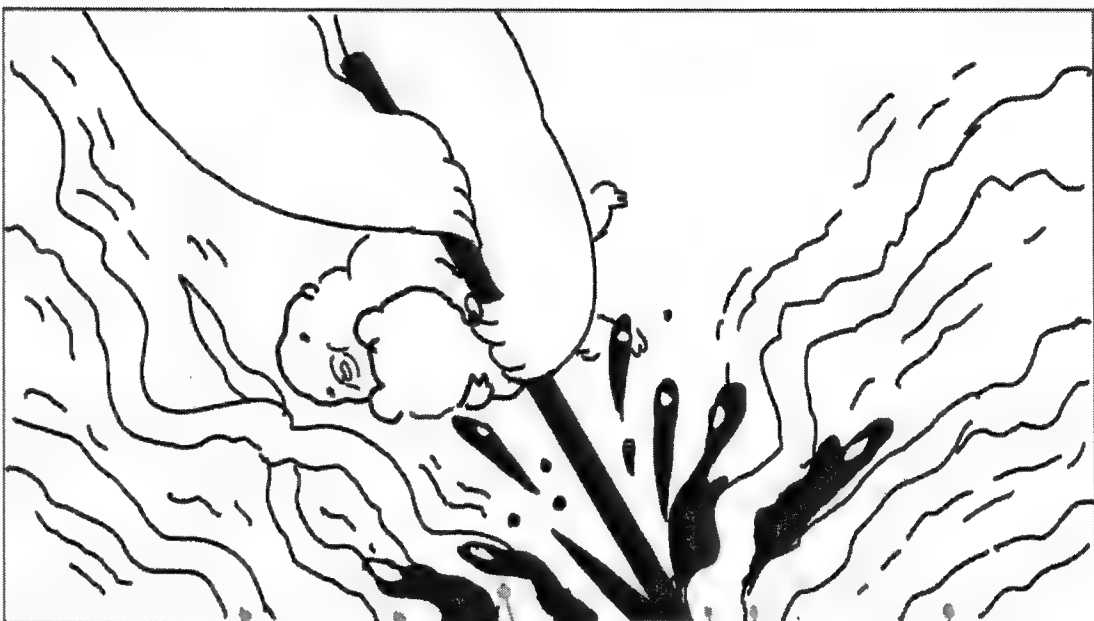
Timing:

Sc. 147

Pnl. K

Bg.

day night



SFX: \*POIT!\* \*

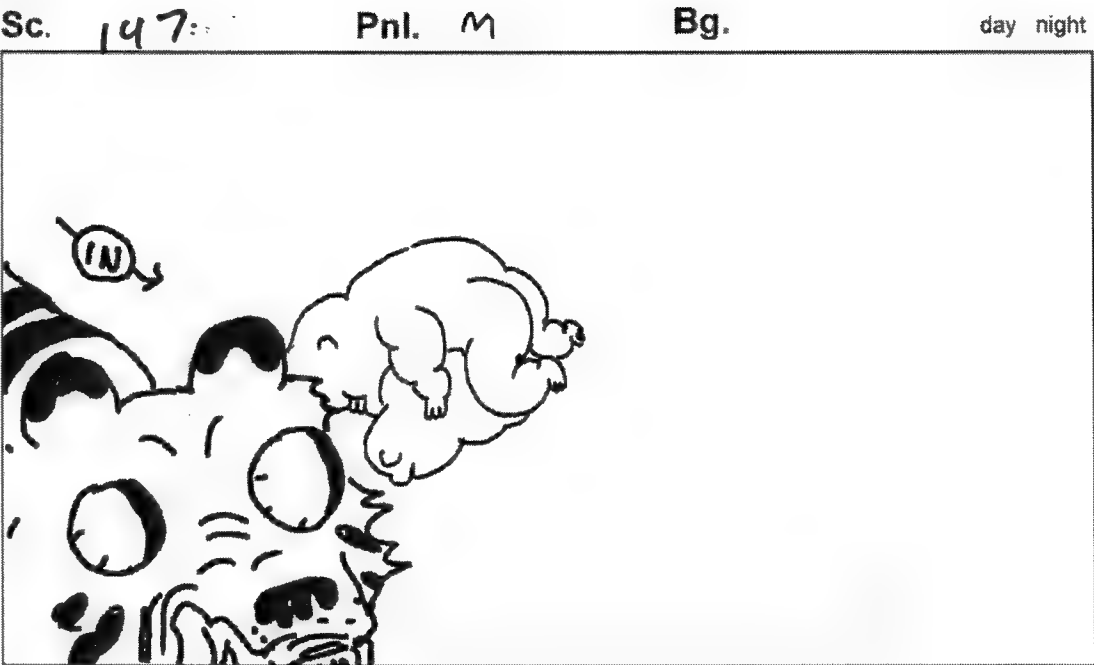
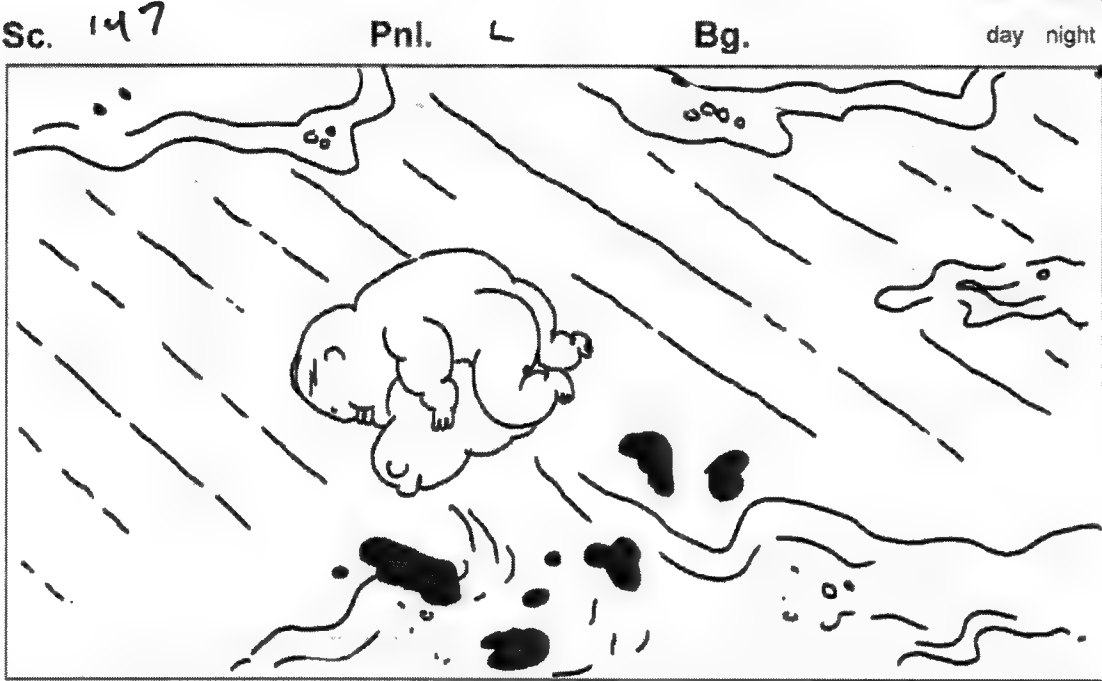
MARTIN HARPOONS  
SQUID, INK.

EPISODE #

Production :

1025-183

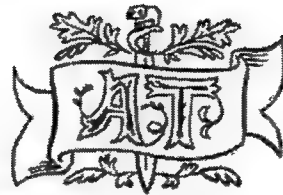
ADVENTURE TIME



Dialog:	(M) (o/s) VH...	(M) (o/s) THERE WAS A TIGER...
Action:		A WEIRD WHITE TIGER.
Timing:		

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ADVENTURE TIME



Sc. 147

Pnl. N

Bg.

day night



Sc. 147

Pnl. O

Bg.

day night



Dialog:
Action:
Timing:

TIGER SPOTS MARTIN.

EPISODE # 1025-183  
Production :

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ADVENTURE TIME



Sc. 147

Pnl. P

Bg.

day night

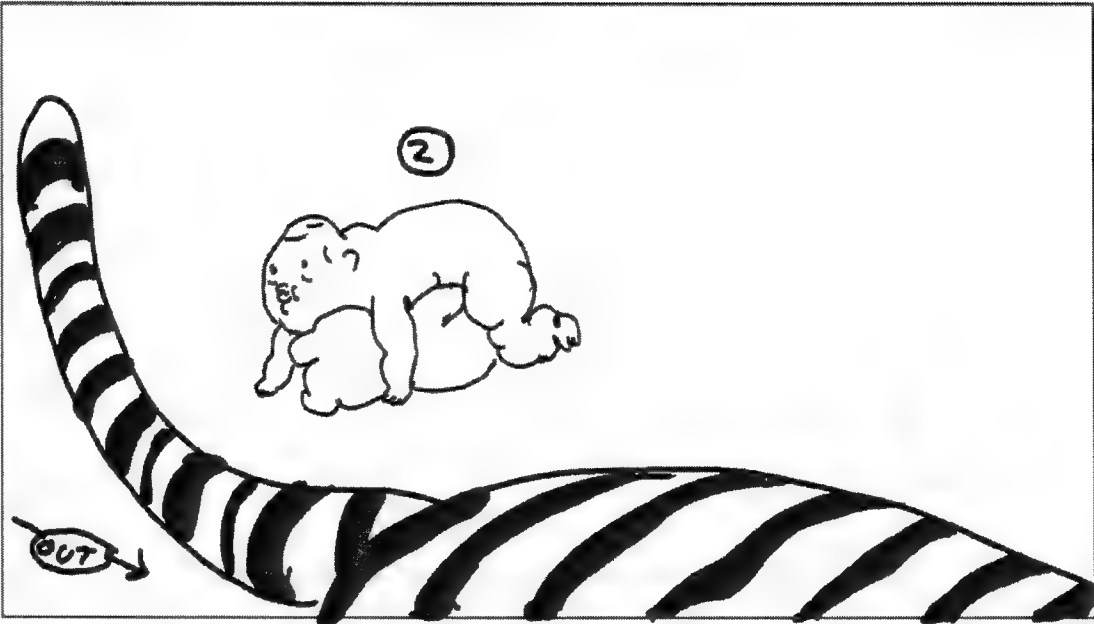


Sc. 147

Pnl. Q

Bg.

day night

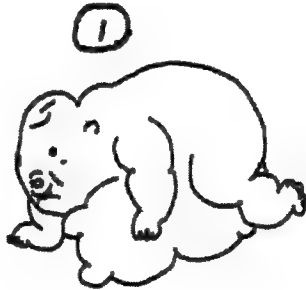


Dialog:

(SFX) SCAP. 'E (M) (O/S) AND . . .

Action:

Timing:



TIGER  
RUNS  
OFF

EPISODE # 1025-183  
Production :

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ADVENTURE TIME

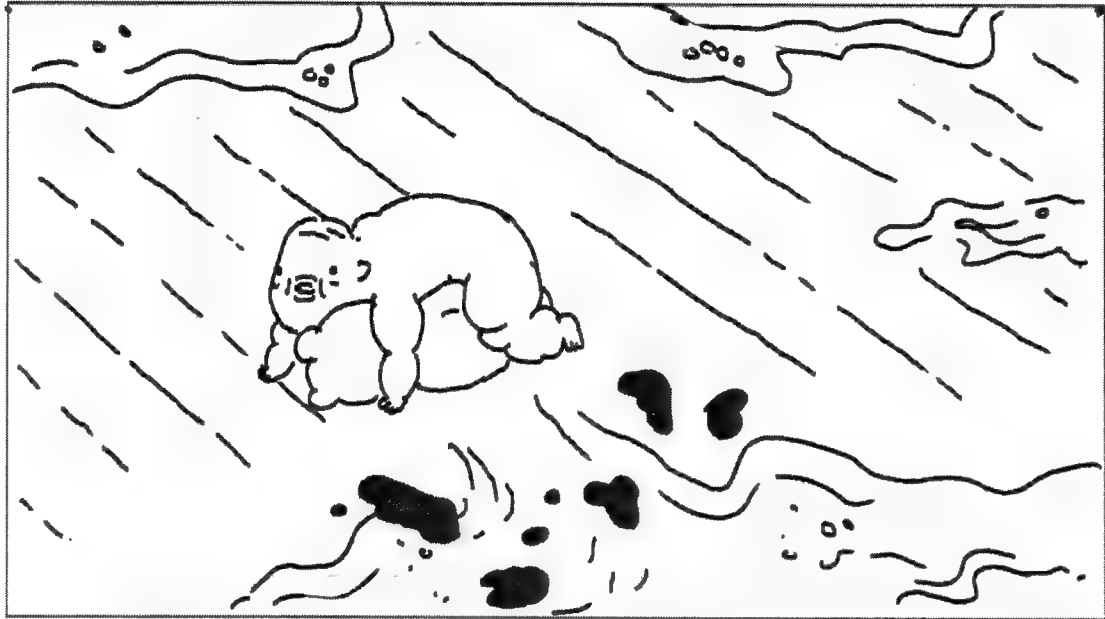


Sc. 147

Pnl. R

Bg.

day night



Sc. 147

Pnl. S

Bg.

day night

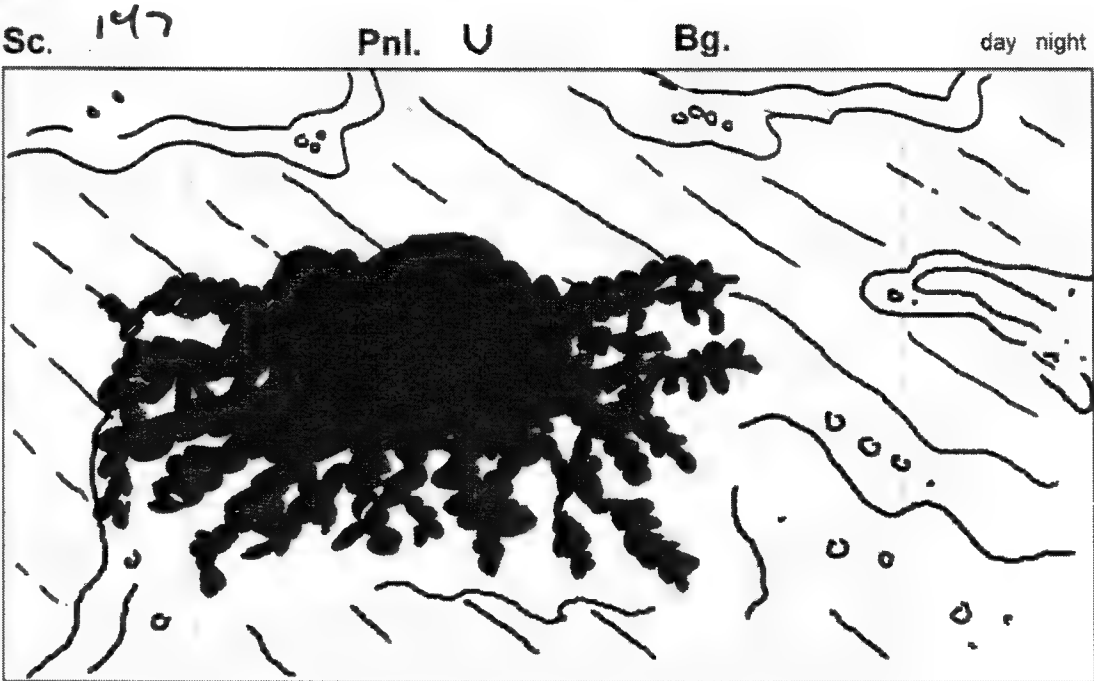
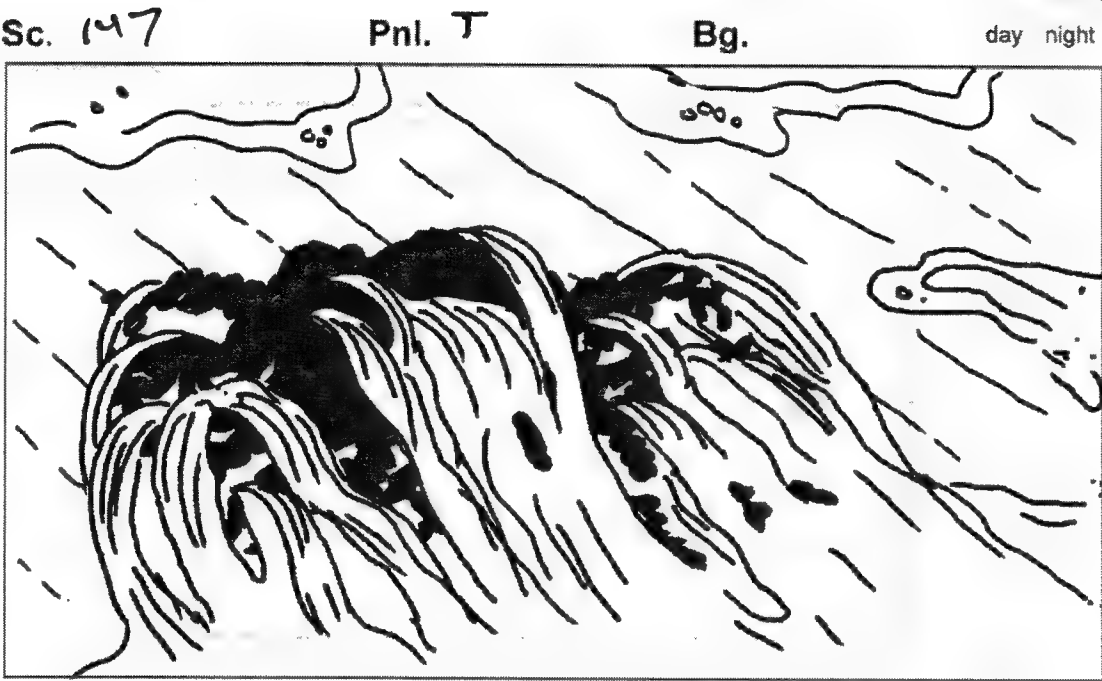


Dialog:
Action:
Timing:

EPISODE # 1025-183  
Production :

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ADVENTURE TIME



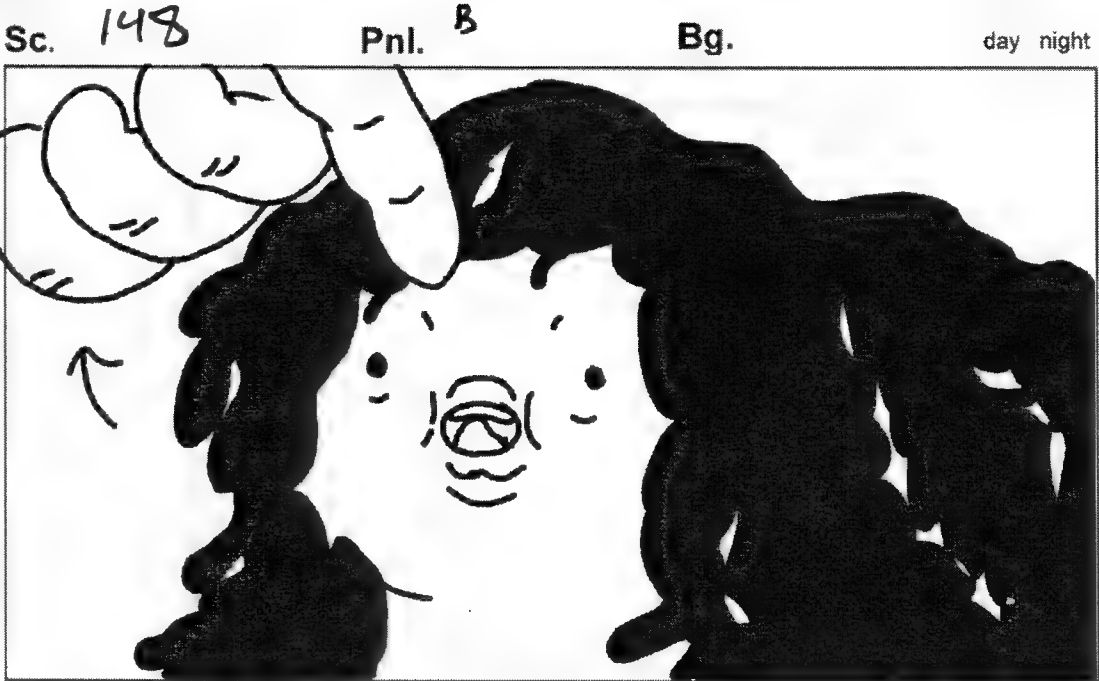
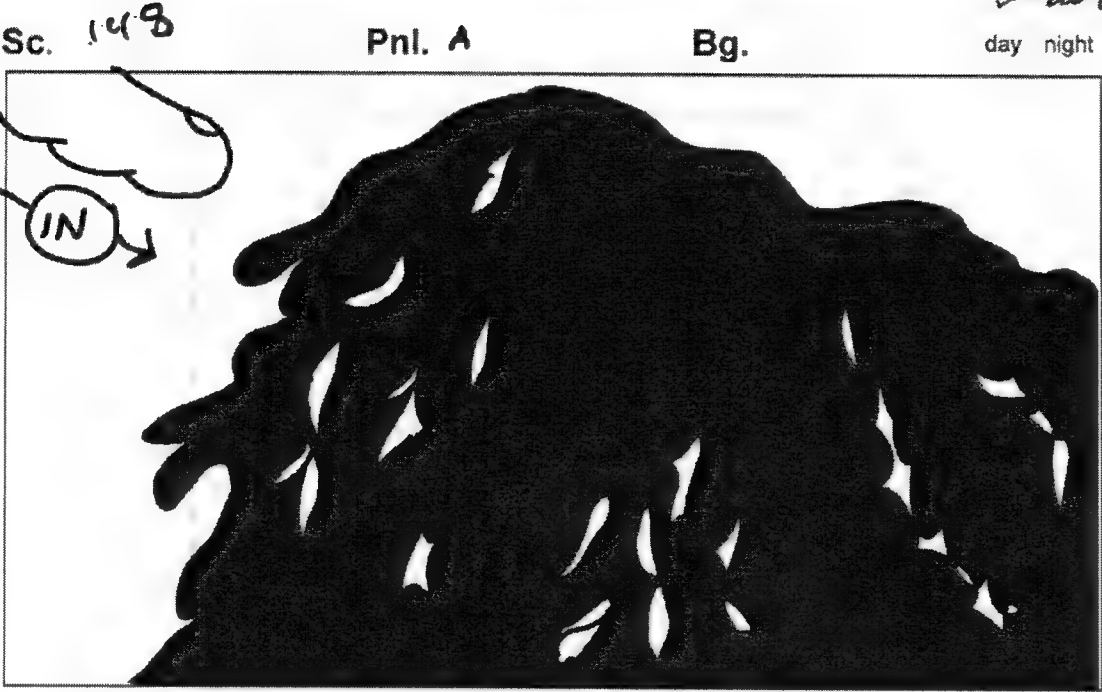
Dialog:	(M) (o/s) . . . . SEA WEEDS.
Action:	- WATER SUCKS AWAY. - PILE OF SEAWEGD
Timing:	

1025-183  
EPISODE #  
Production :



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# ADVENTURE TIME



Dialog: (9/5)  
③ THE "SEA'S WEEDS"

Action:  
• MARTIN'S HAND IS HUGE COMPARED TO DAY OLD FINN.

Timing:

GUMS NOT TEETH

④ BLBBLB!

⑤

⑥

⑦

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ABAB  
ABAB  
LIKE FINN IN  
DUNGEON TRAIN.

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ADVENTURE TIME



Sc. 149

Pnl. A

Bg.

day night

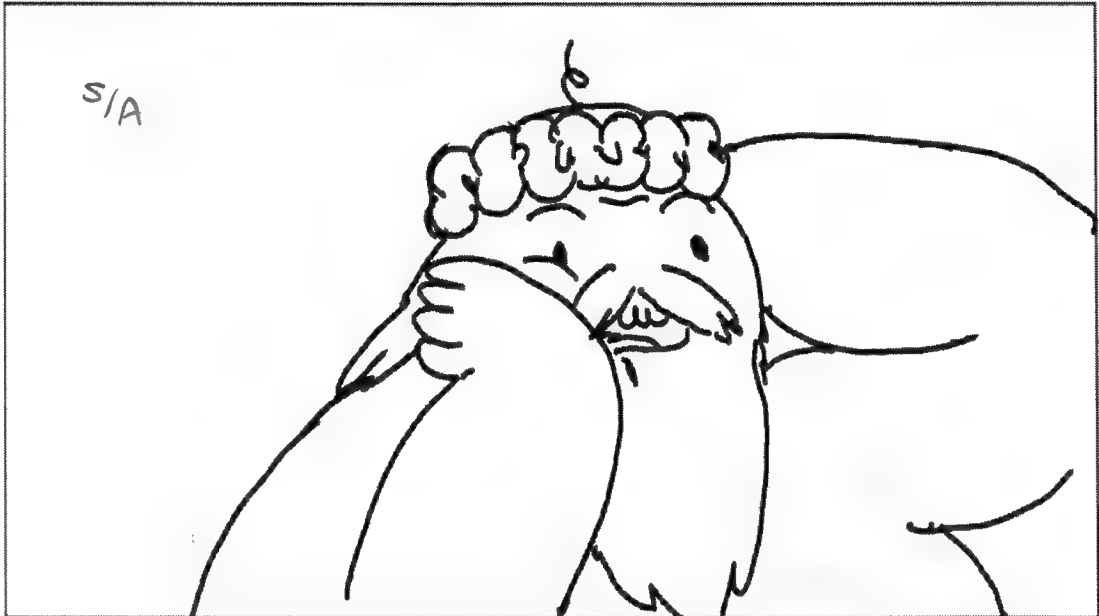


Sc. 149

Pnl. B

Bg.

day night



Dialog:

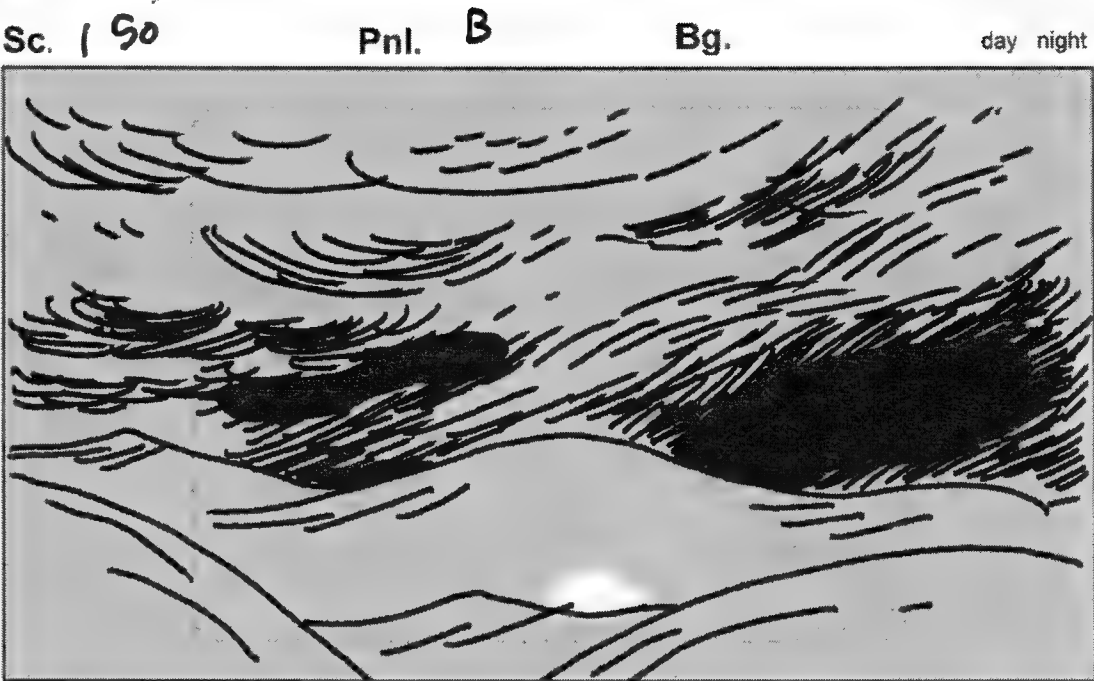
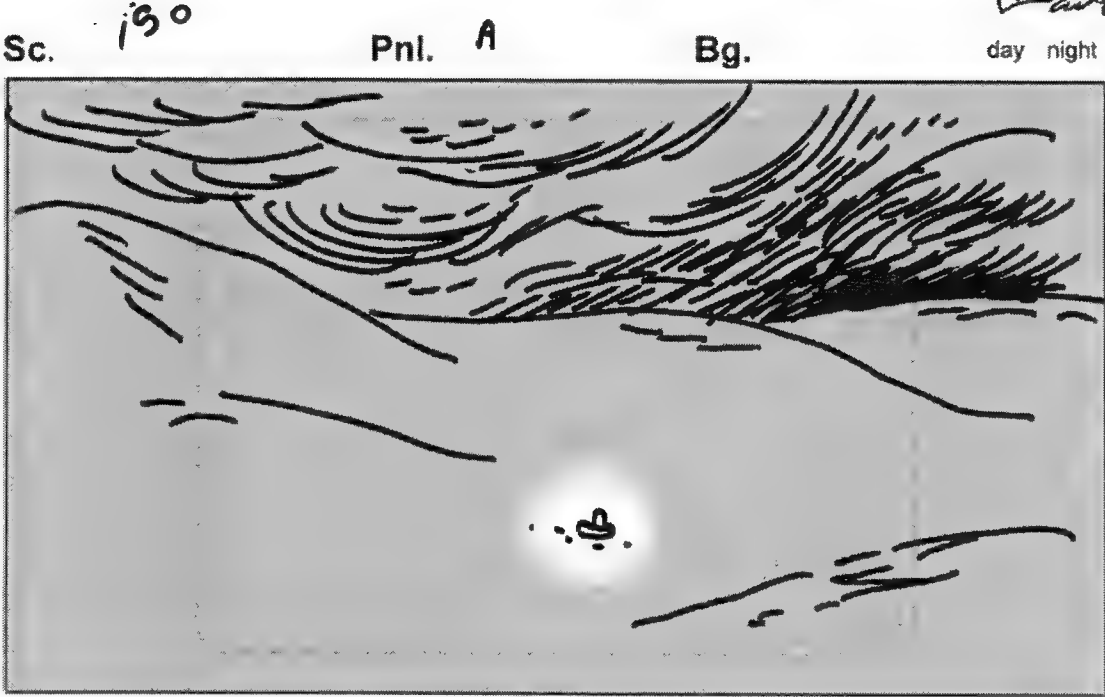
(M) YOUR MOM WAS OK, I DUNNO,  
IT STRESSES ME OUT, MAYBE LATER.

Action:

Timing:

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# ADVENTURE TIME



Dialog:	(0/5) M / SO ONE DAY -
Action:	CRAZY SEAS, ROILING BLACK CLOUDS. THE <u>WORST</u>
Timing:	

EPISODE # 1025-183  
Production :

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ADVENTURE TIME



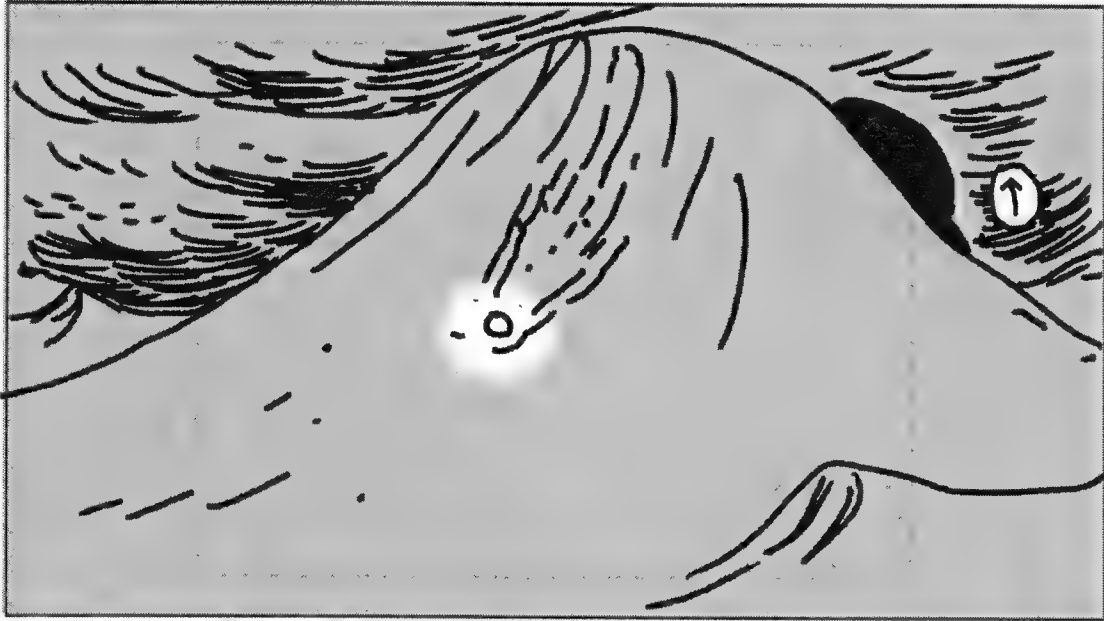
Page 174

Sc. 150

Pnl. C

Bg.

day night



Sc. 151

Pnl. A

Bg.

day night



Dialog:

M: (CONT) I GOT CALLED ON A  
DANGEROUS MISSION.

Action:

GIANT BLACK FIGURE BEGINS TO RISE  
BEHIND THE WAVE.

UP SHOT

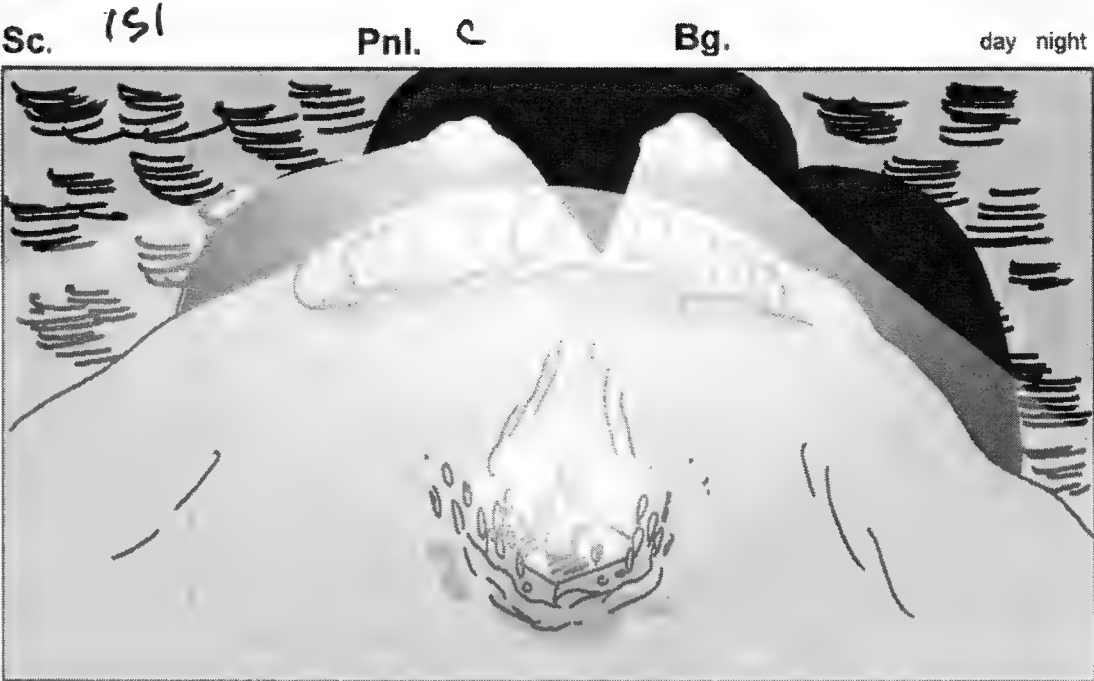
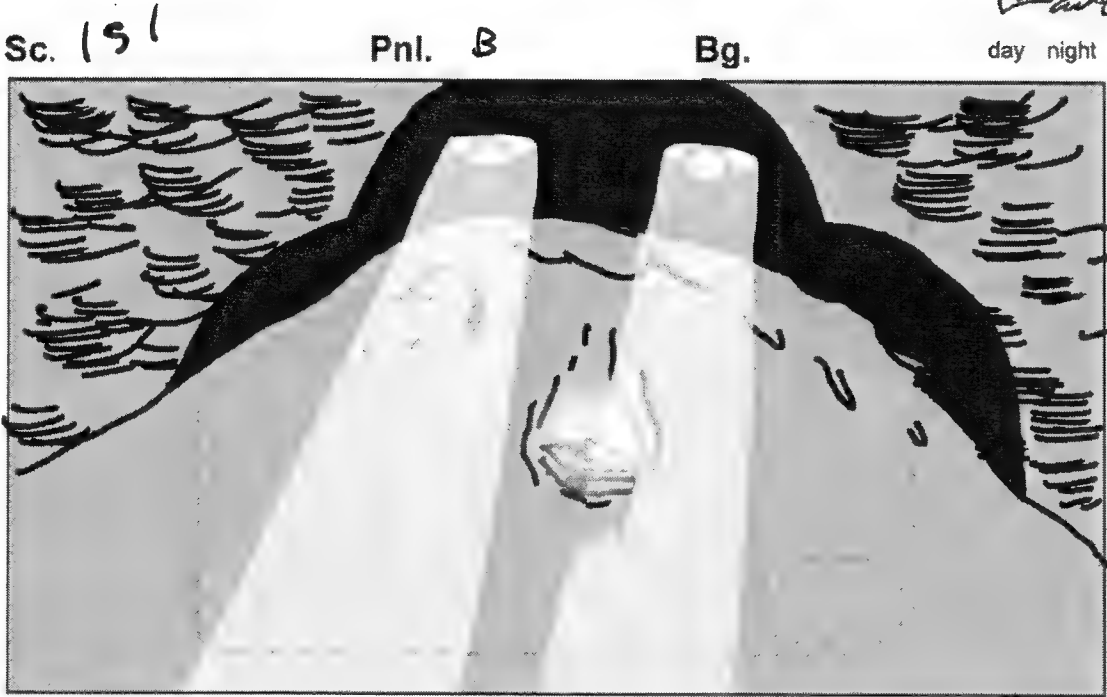
Timing:

EPISODE # 1025-183

Production :

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ADVENTURE TIME



Dialog:	(0/5) M OR LIKE, A DANGEROUS <u>LIFE</u> CHOICE.
Action:	WAVE STARTS CURLING.
Timing:	

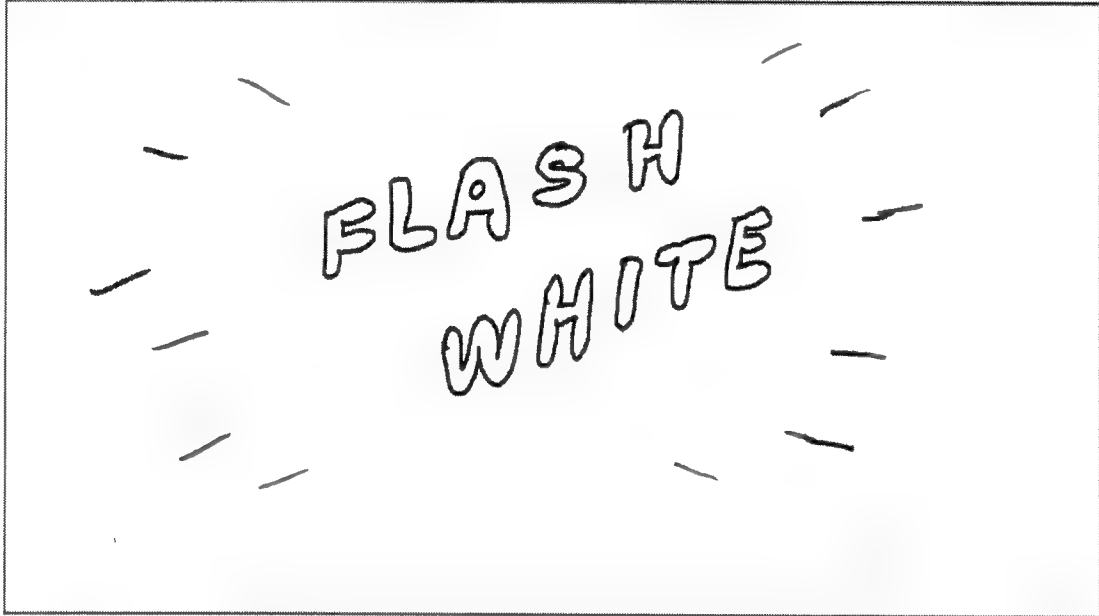
EPISODE # 1025-183  
Production :

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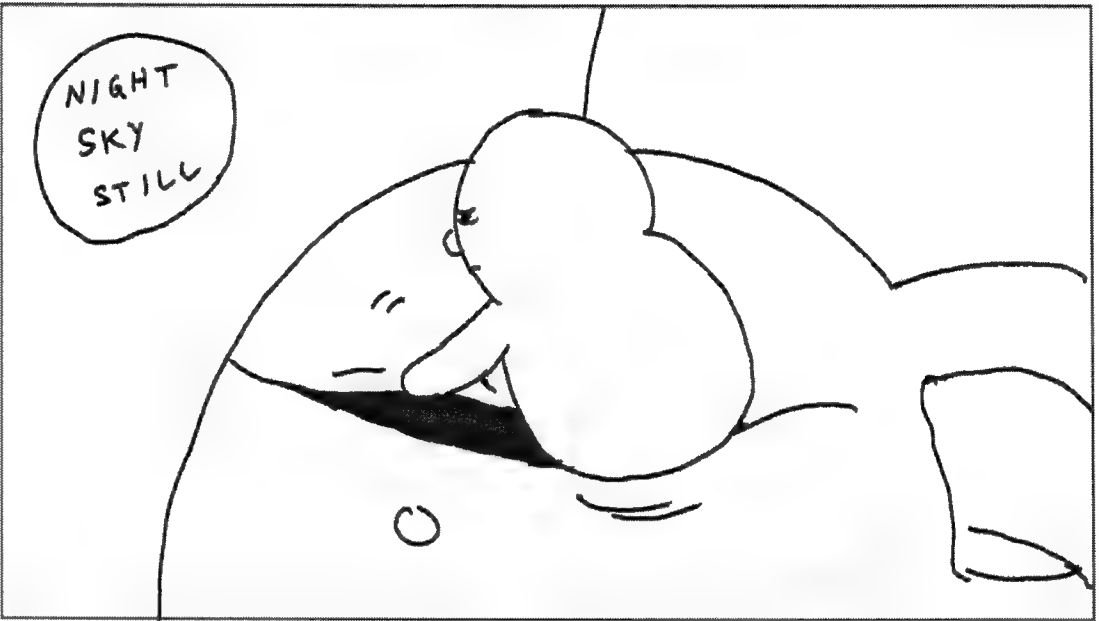
ADVENTURE TIME



Sc. 151 Pnl. D Bg. day night



Sc. 152 Pnl. A Bg. day night



Dialog:

Action: SPOT LIGHT EYES — FADE FROM WHITE → 'S.O.P.'  
FILL SCREEN!

Timing:

EPISODE # 1025-183  
Production :

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ADVENTURE TIME



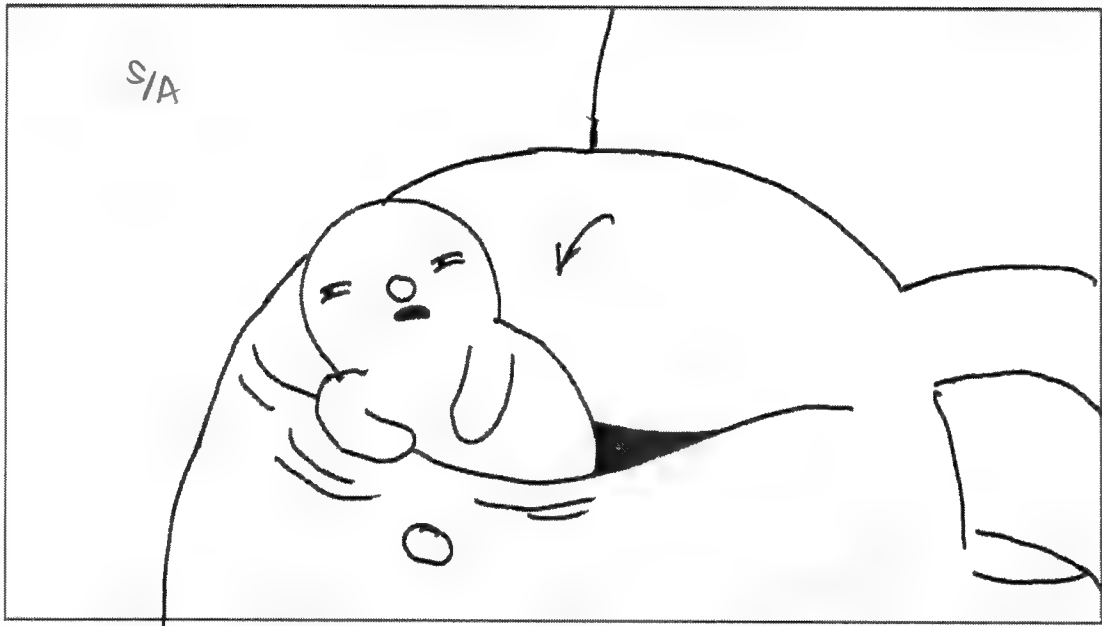
Page 172

Sc. 152

Pnl. B

Bg.

day night

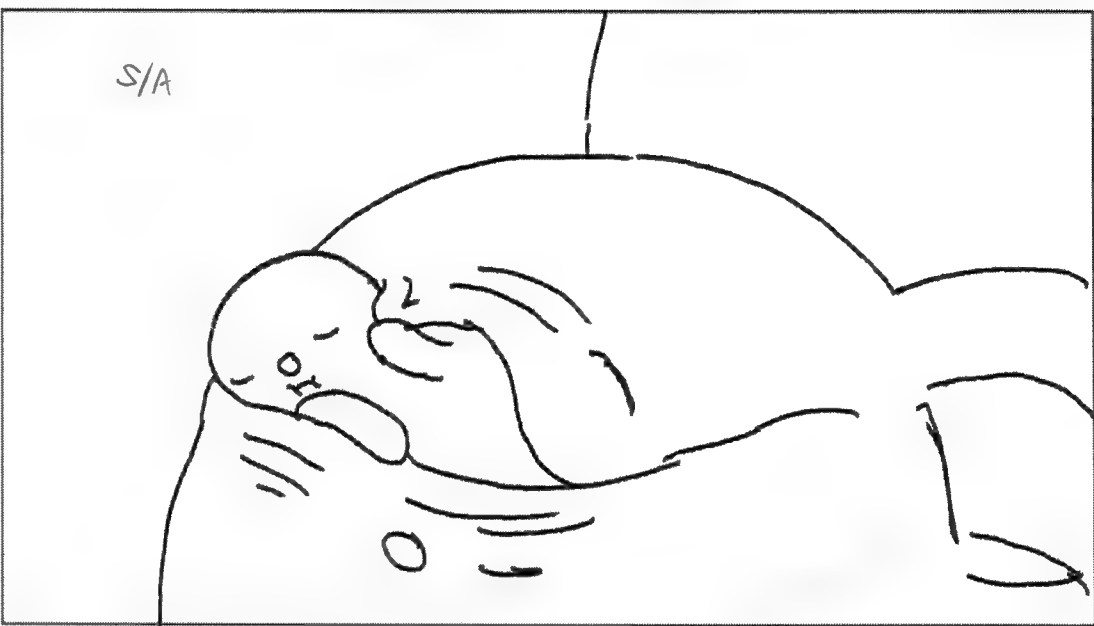


Sc. 152

Pnl. C

Bg.

day night



Dialog: (M) (%) TWO ROADS DIVERGING IN (M) (OK) AND I COULDN'T BRING  
THE NIGHT AND ALL THAT, YOU ALONG.

(L) : SDET SNOOZING

Action:  
- LONEL IS SO SLEEPY  
LOWERING ITSELF INTO THE PACK.

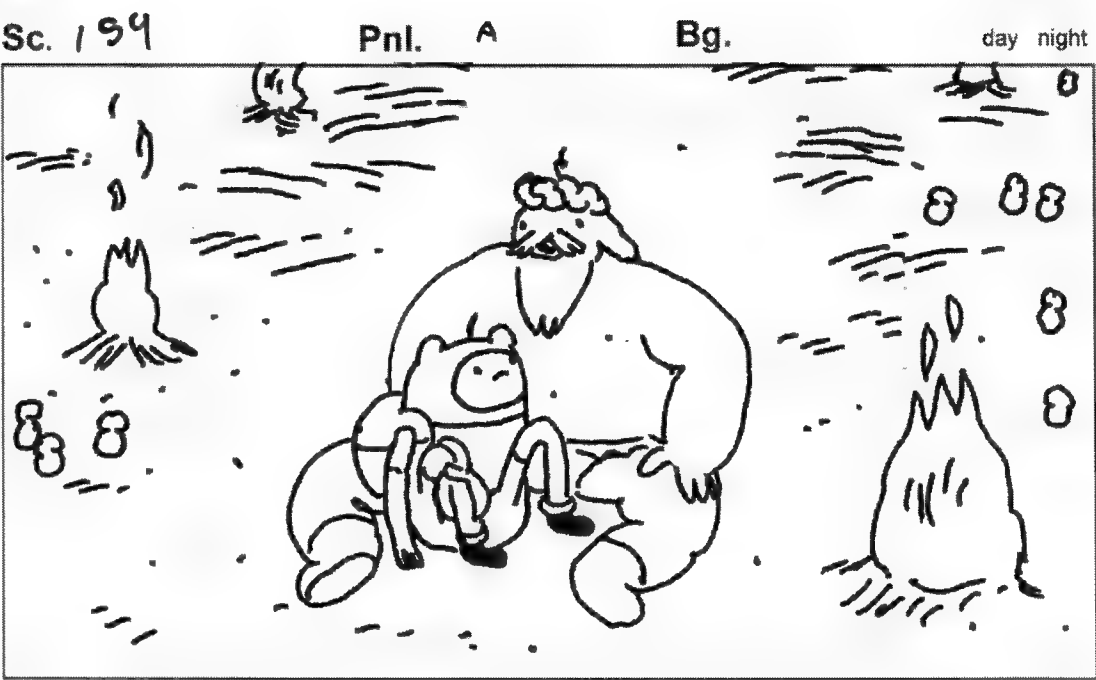
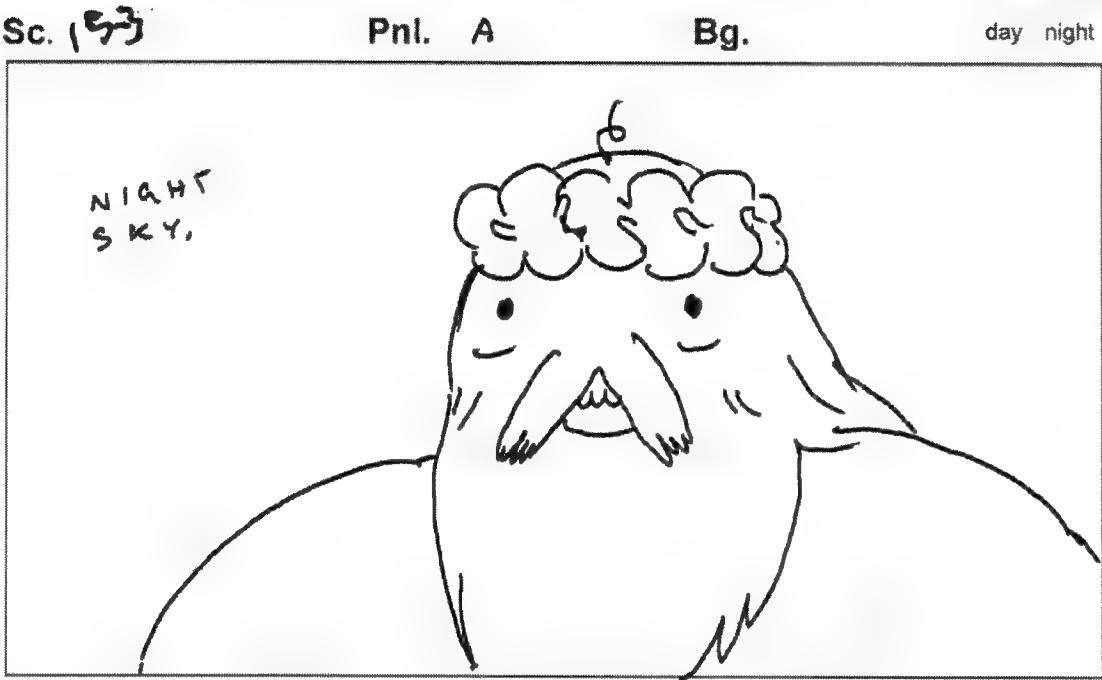
... AND IT'S OUT!

Timing:

EPISODE # 1025-183  
Production :

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ADVENTURE TIME



Dialog:	(M) I ALWAYS PLANNED TO COME BACK FOR YOU, BUT I DIDN'T.
Action:	S. P.
Timing:	



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# ADVENTURE TIME



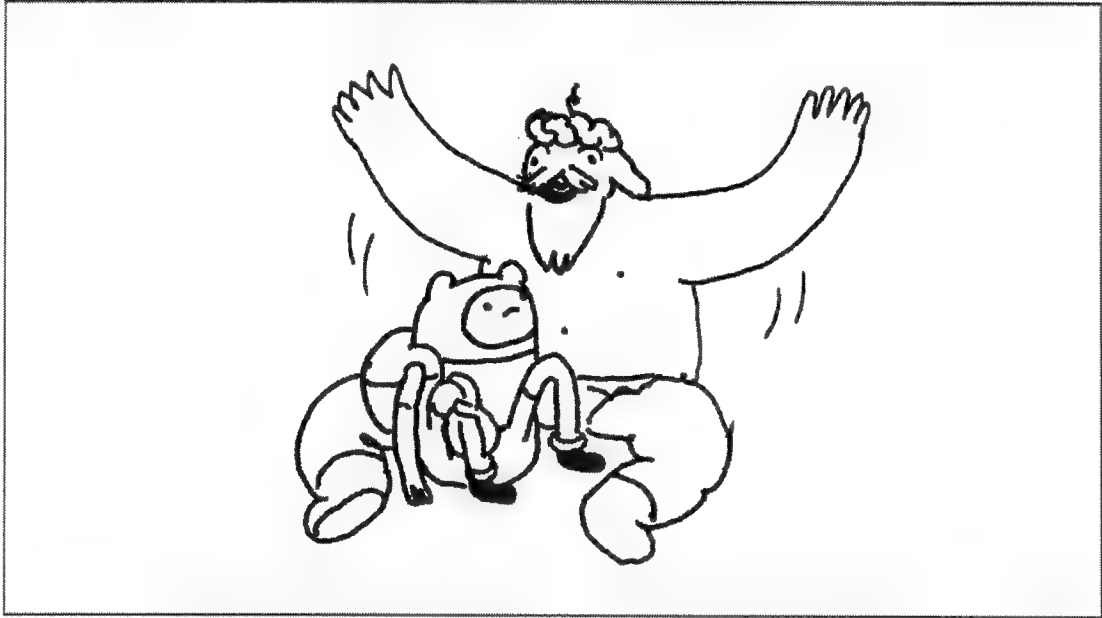
Page 179

Sc. 194

Pnl. B

Bg.

day night

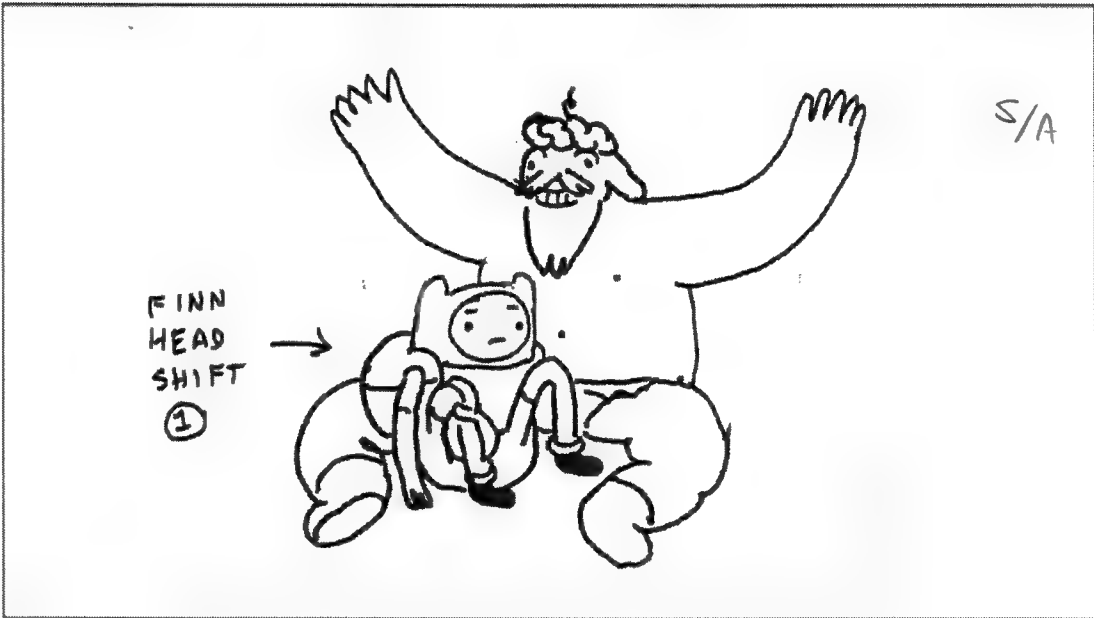


Sc. 194

Pnl. C

Bg.

day night



Dialog:

Ⓜ THE END!

Action:



Timing:

1065-185

EPISODE #

Production :

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ADVENTURE TIME



Sc. 194 Pnl. D Bg. day night

S/A

Sc. 194 Pnl. E Bg. day night

S/A

Dialog:
Action:
Timing:

OUT OF STEAM,  
AN AWKWARD TIME.

EPISODE # 1025-183  
Production :

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ADVENTURE TIME



Page 181

Sc. 154

Pnl. F

Bg.

day night



Sc. 155

Pnl. A

Bg.

day night



Dialog:

(M) (ALMOST UNDER HIS BREATH,  
NO AFFECTATION)  
ANYWAYS... I WOULDN'T LIE ABOUT THAT.

(M) THAT'S TRUE ....

Action:

- ① - FINN SHIFTS A LITTLE
- ② - MARTIN SHIFTS.

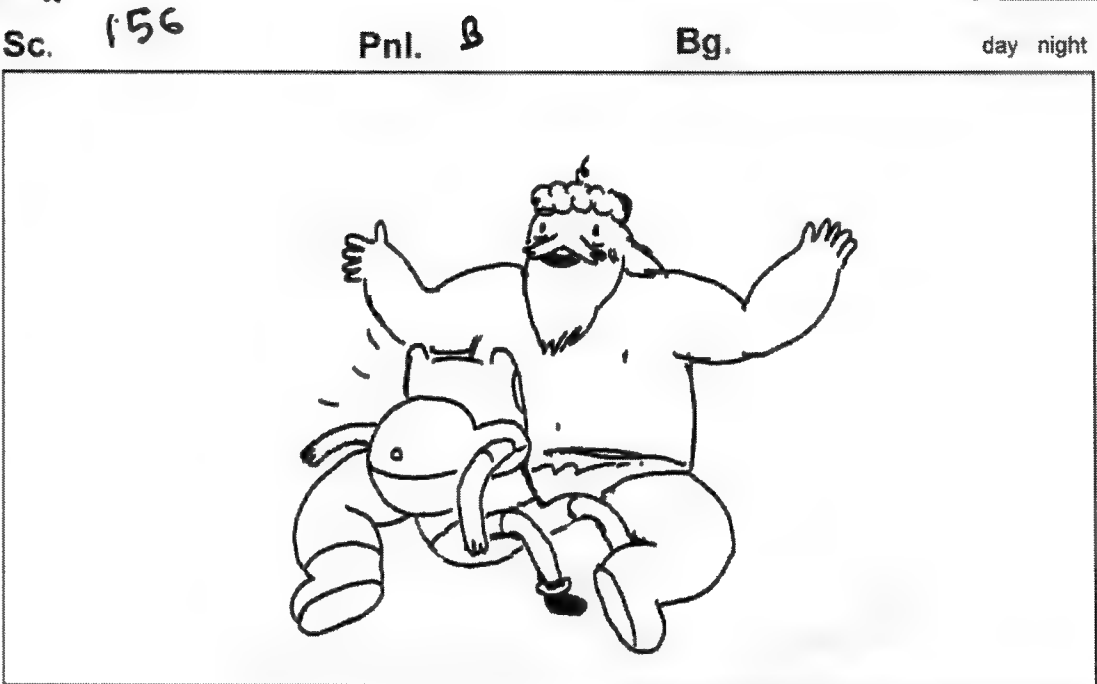
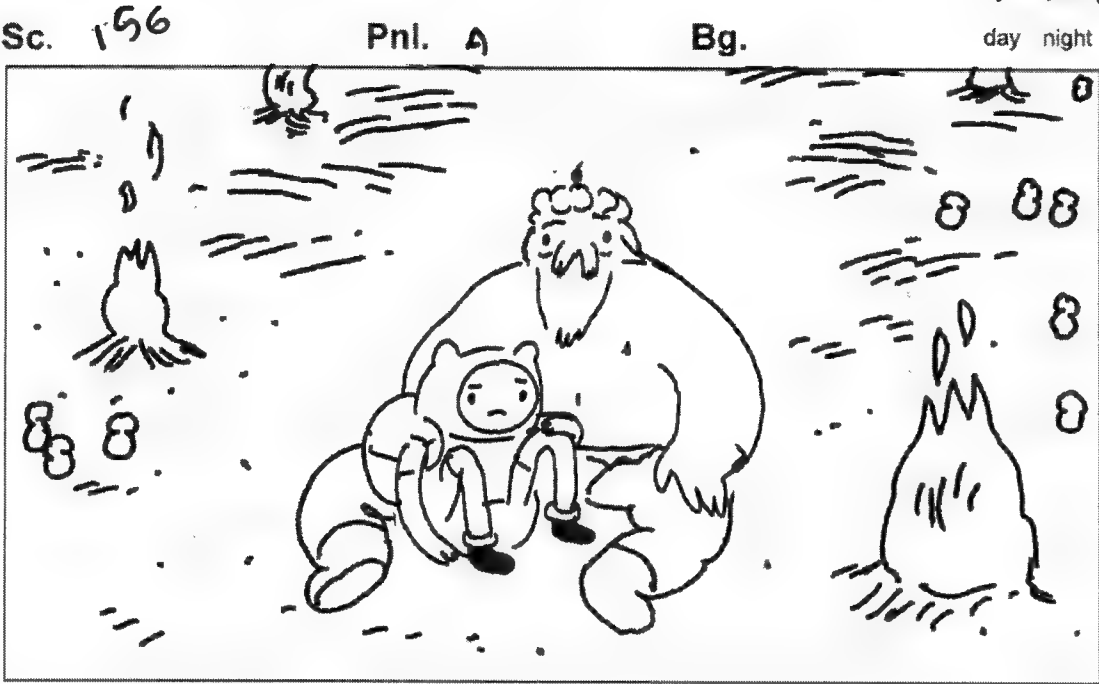
↑  
TOTALLY  
SINCERE,  
SMALL.

Timing:

EPISODE # 1025-183  
Production :

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# ADVENTURE TIME

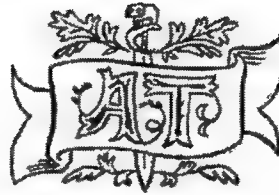


Dialog:	(M) HA! HA!
Action:	BEAT.
Timing:	

Production :  
EPISODE # 1025-183

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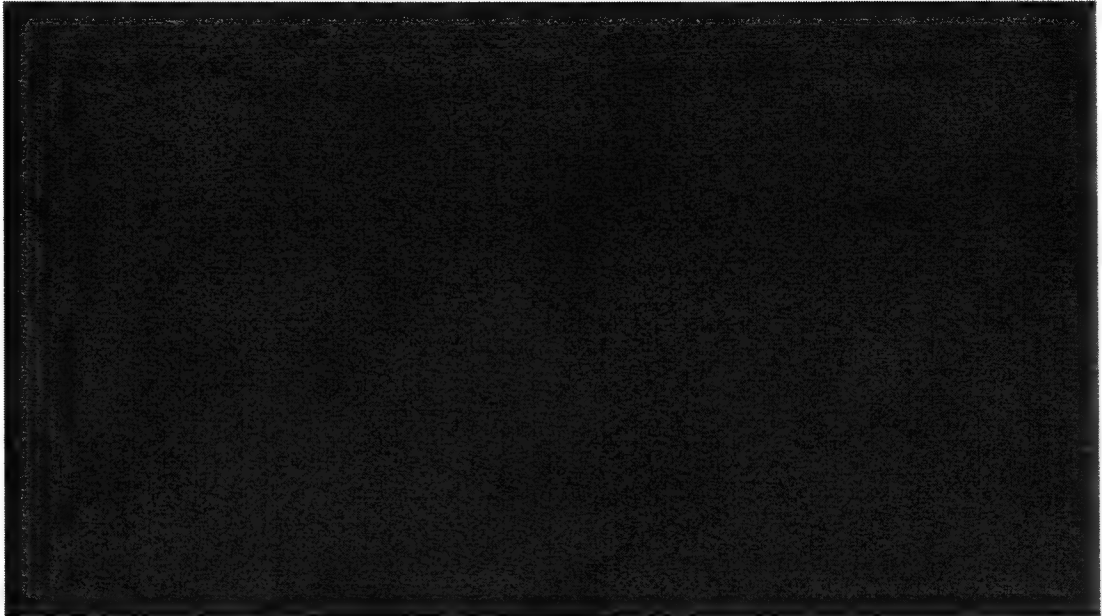
ADVENTURE TIME



Sc. | 56 Pnl. C Bg. day night



Sc. | 56 Pnl. D Bg. day night



Dialog:	(M) LOOK OUT! HAHA!
Action:	- M. CATCHES F. BETWEEN HIS LEGS
Timing:	

EPISODE # 1025-183  
Production :

ADVENTURE TIME



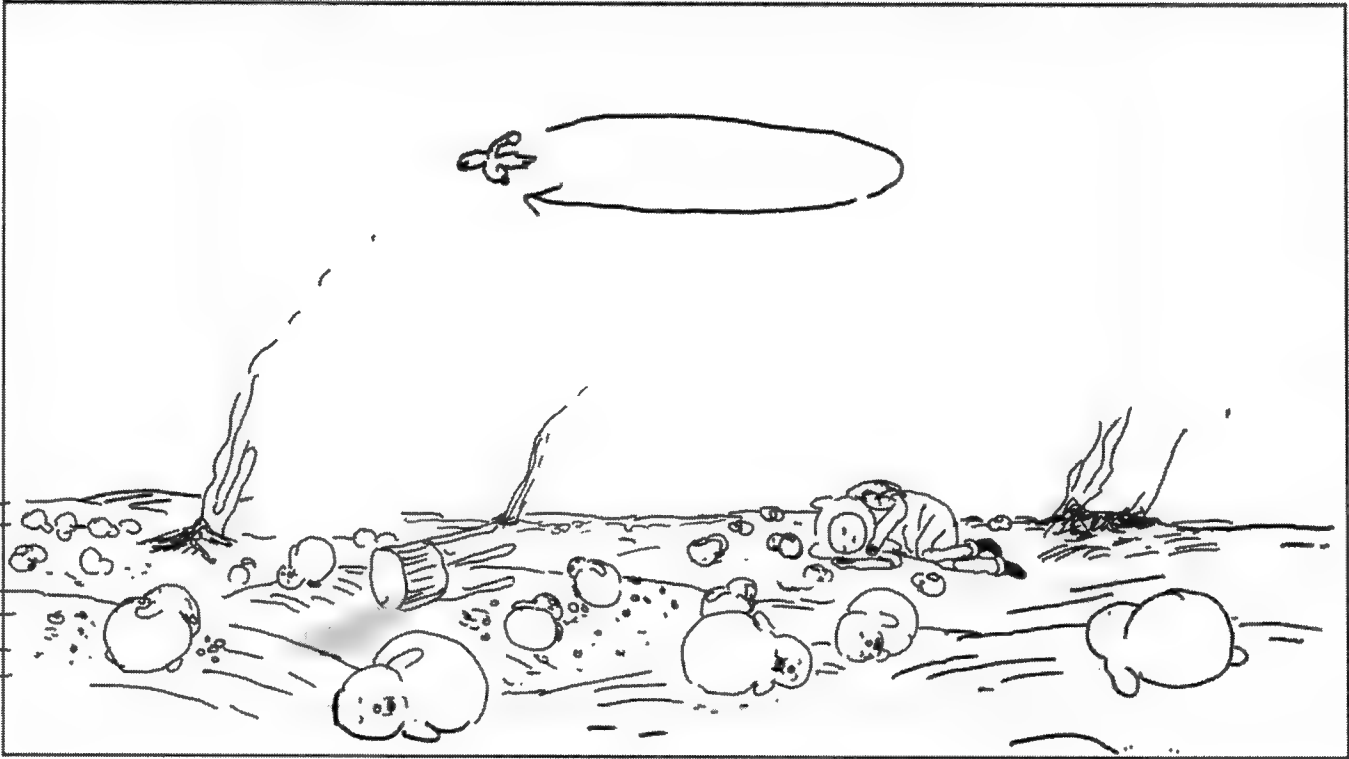
Sc. 197

Pnl. A

Bg.

day night

GREY  
OVER  
CAST  
SKIES.



SFX. A CRUEL BREEZE

(THE VULTURE FROM EARLIER IN  
THE EP. CIRCULING. IT MAKES  
AT LEAST ONE COMPLETE  
LAZY CIRCLE )

ADVENTURE TIME

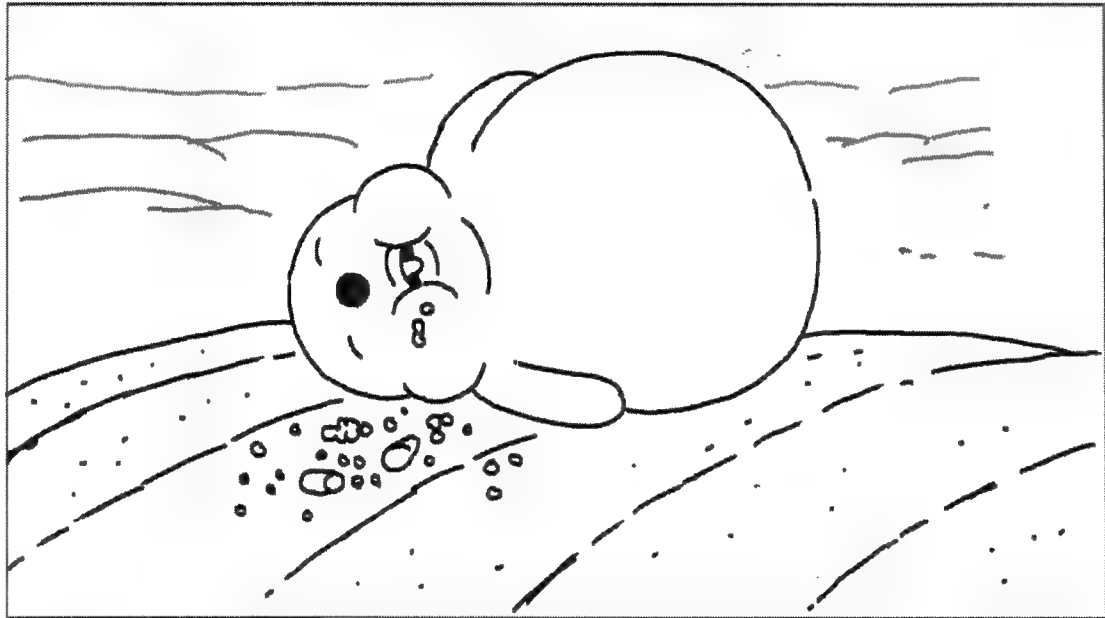


Sc. 158

Pnl. A

Bg.

day night

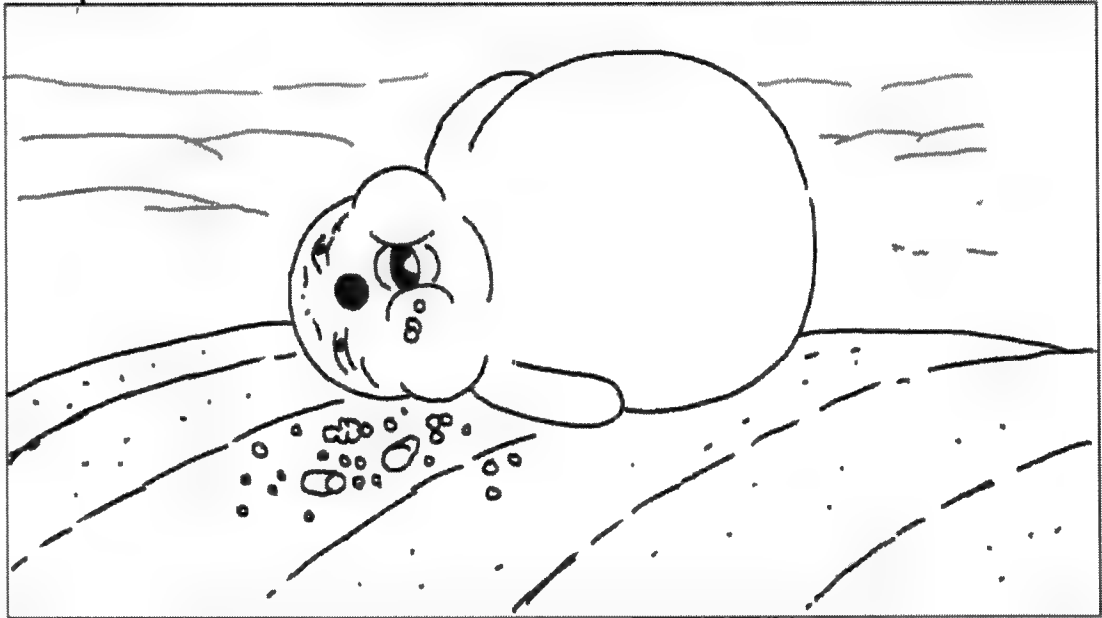


Sc. 158

Pnl. B

Bg.

day night



Dialog:

⑥/ EVERYTHING IS RUINED.  
EVERYONE IS FAT.

Action:

BLACK NOSE

> DISSOLVE.

Timing:

BLACK NOSE DUDE

Production :

EPISODE #

1025-183

ADVENTURE TIME

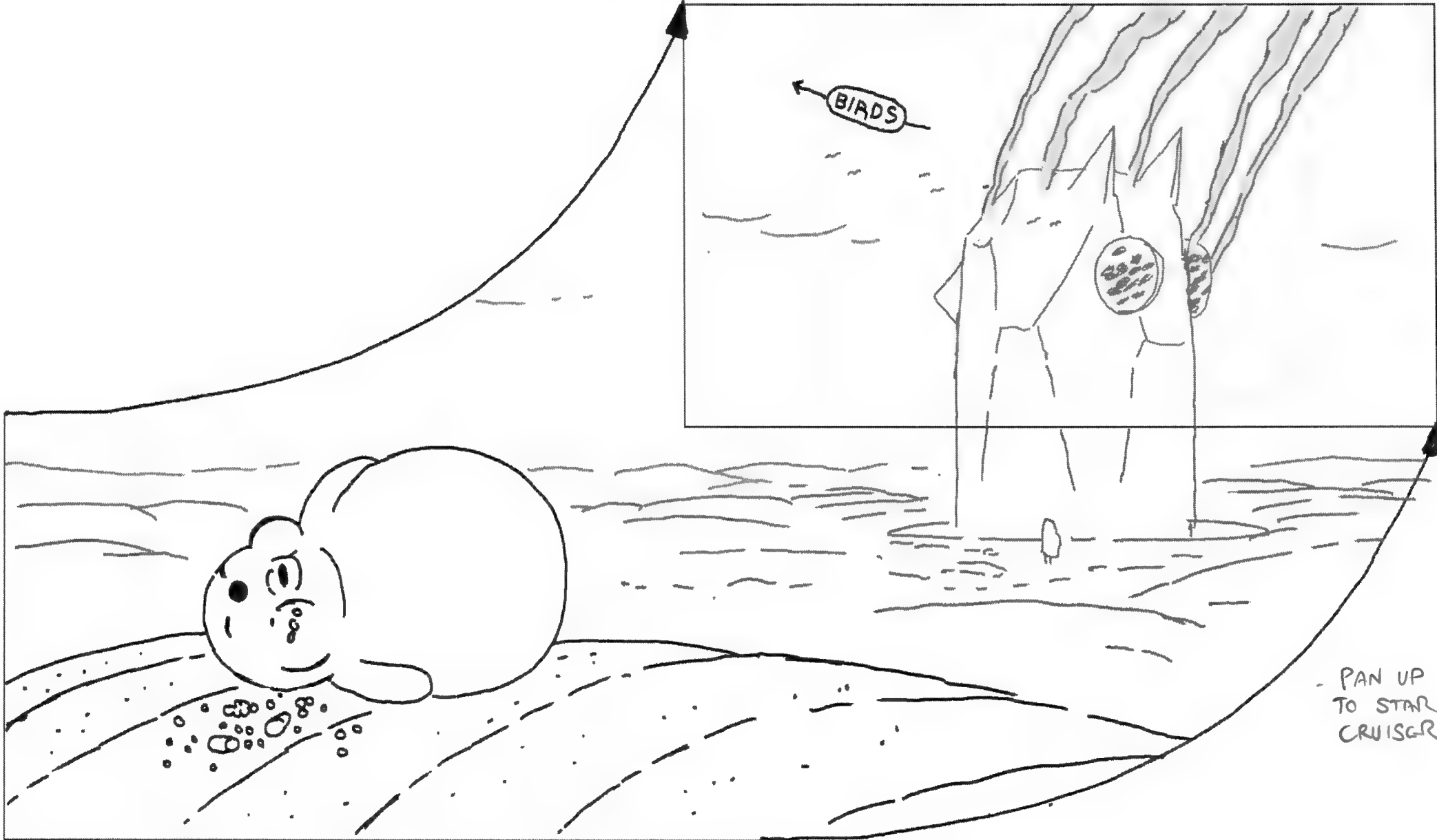


Sc. 198

Pnl. c

Bg.

day night



EPISODE #  
1025-183

Production :



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ADVENTURE TIME



Sc. 198

Pnl. D

Bg.

day night



Sc. 198

Pnl. E

Bg.

day night



Dialog:

(SFX)

BROOM

(SFX)

RRROARRR

Action:

ENERGY SPHERE , SMOKING,  
ROLLS OUT .

Timing:

EPISODE # 1025-183  
Production :

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ADVENTURE TIME



Sc. 199 Pnl. A Bg. day night

Sc. 199 Pnl. B Bg. day night

Dialog:

SPX/ = RUMBLE = : BOOM =      © NNUH!!!

Action:

-F. SITS UP ABRUPTLY.

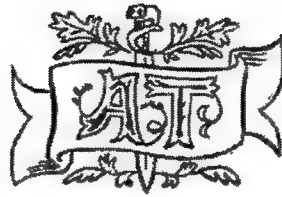
Timing:

1025-183

EPISODE #

Production :

ADVENTURE TIME

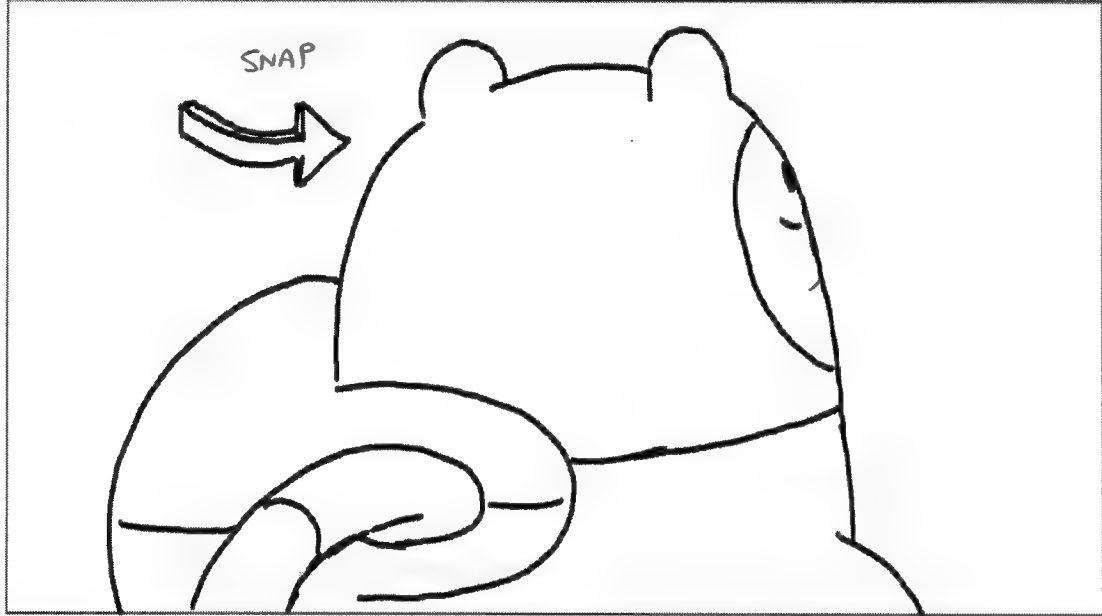


Sc. 199

Pnl. C

Bg.

day night

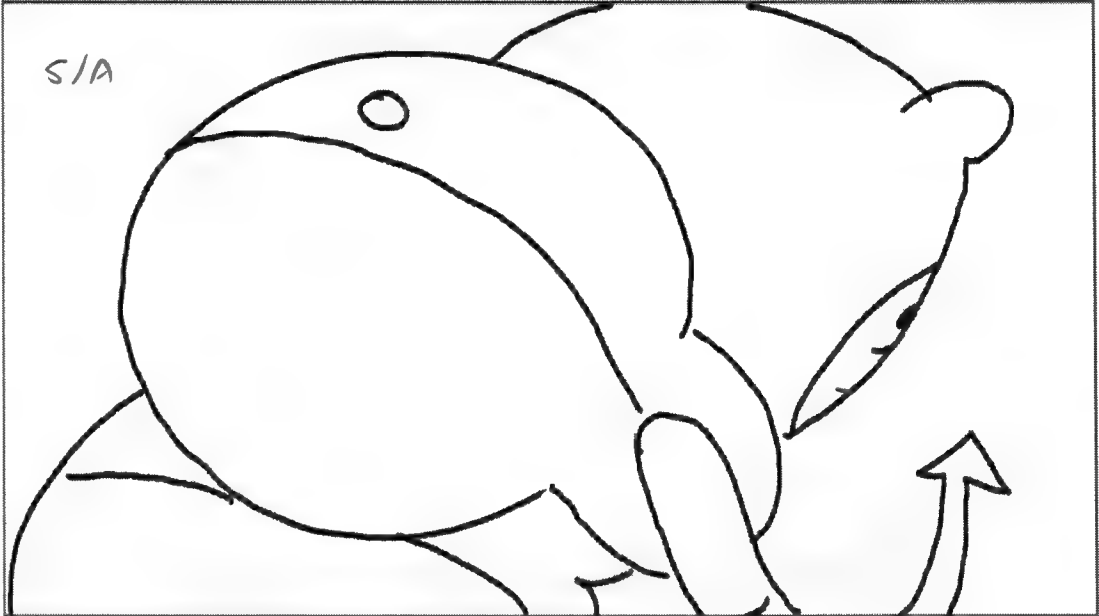


Sc. 199

Pnl. D

Bg.

day night



Dialog:
Action: - F. TURNS SUDDENLY.  - FINN GOES TO STAND UP...
Timing:

EPISODE # 1025-183  
Production :

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ADVENTURE TIME

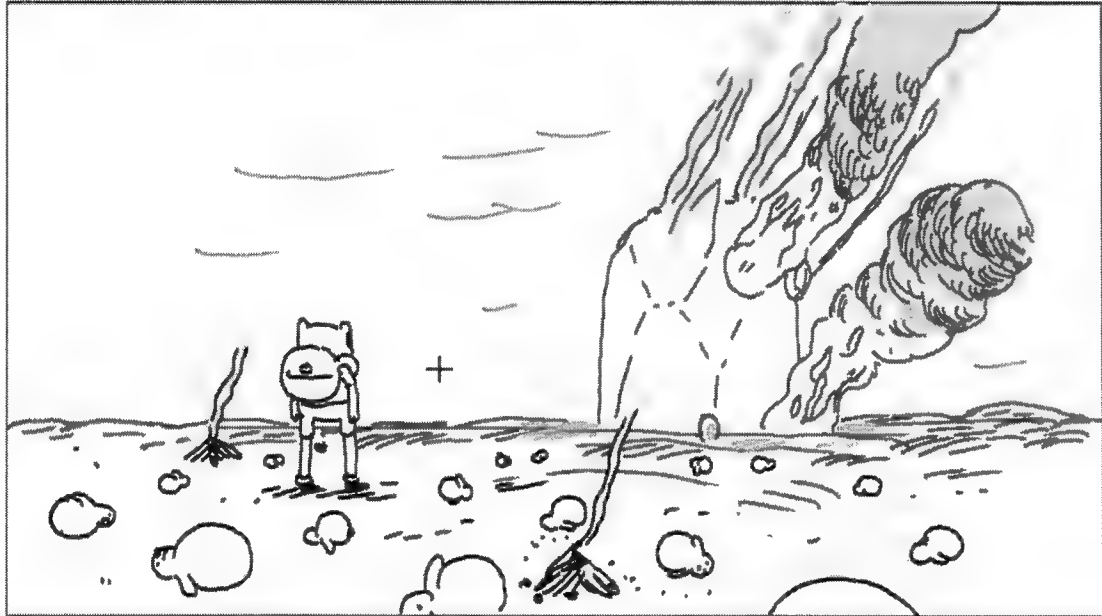


Sc. 160

Pnl. A

Bg.

day night

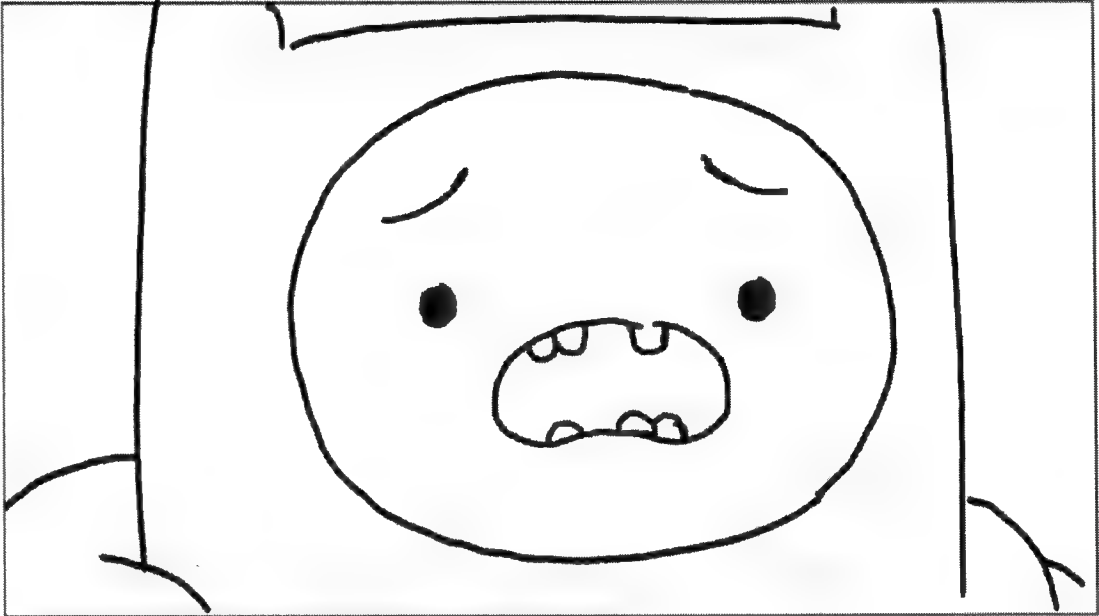


Sc. 161

Pnl. A

Bg.

day night



Dialog:

(SFX) - RUMBLING  
- FIRE ROARING.

(F) - [GASP]

Action:

+ STANDS UP.

- HORROR

Timing:

1025-183

EPISODE #

Production :

ADVENTURE TIME

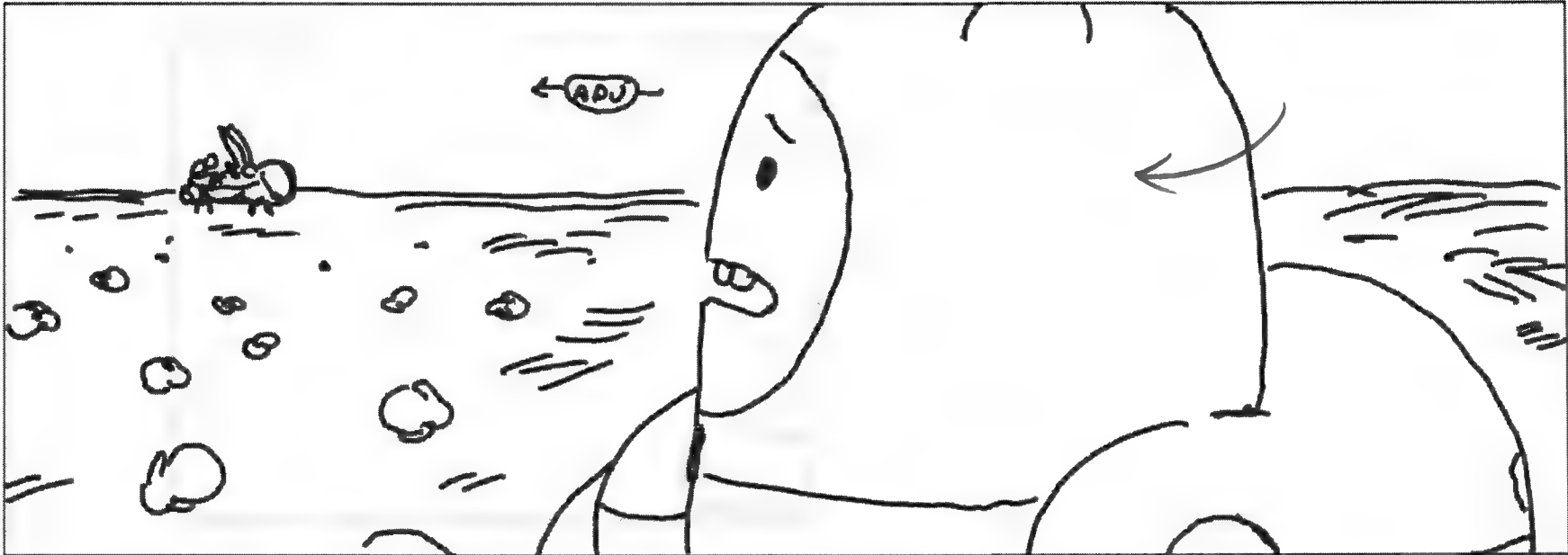


Sc. 161

Pnl. 3

Bg.

day night



Dialog:

SFX: [ RATCHETING ]

Action:

- F. TURNS TO LOOK AT POD.  
- ADJ. W/ ACTION.

Timing:

Production :  
EPISODE # 1025-183

ADVENTURE TIME

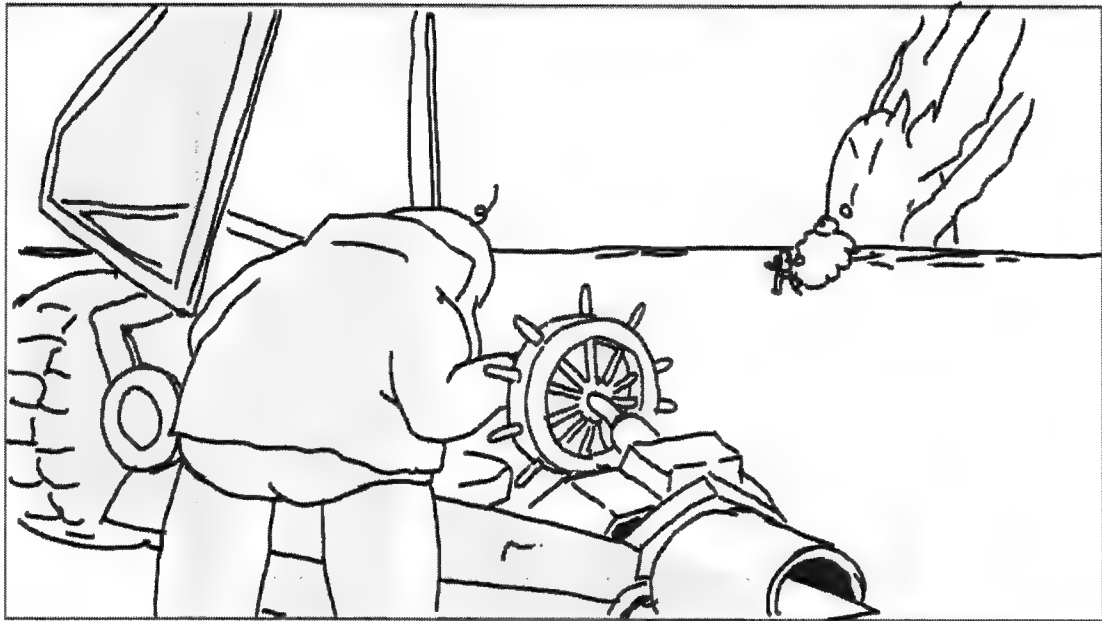


Sc. 162

Pnl. A

Bg.

day night

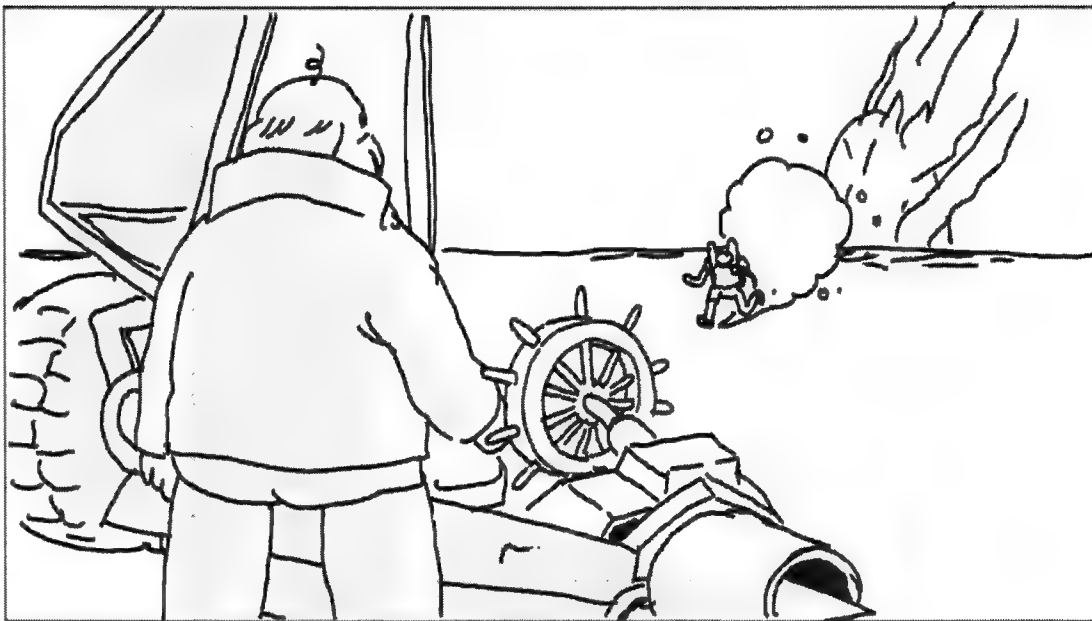


Sc. 162

Pnl. B

Bg.

day night



Dialog:

(F) MARTIN!

Action:

MARTIN'S WEARING HIS JACKET.

- FINN RUNNING TOWARDS MARTIN.
- DUST KICKIN' UP.

Timing:

EPISODE #

Production :

1025-183

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ADVENTURE TIME



Sc. 163

Pnl. A

Bg.

day night

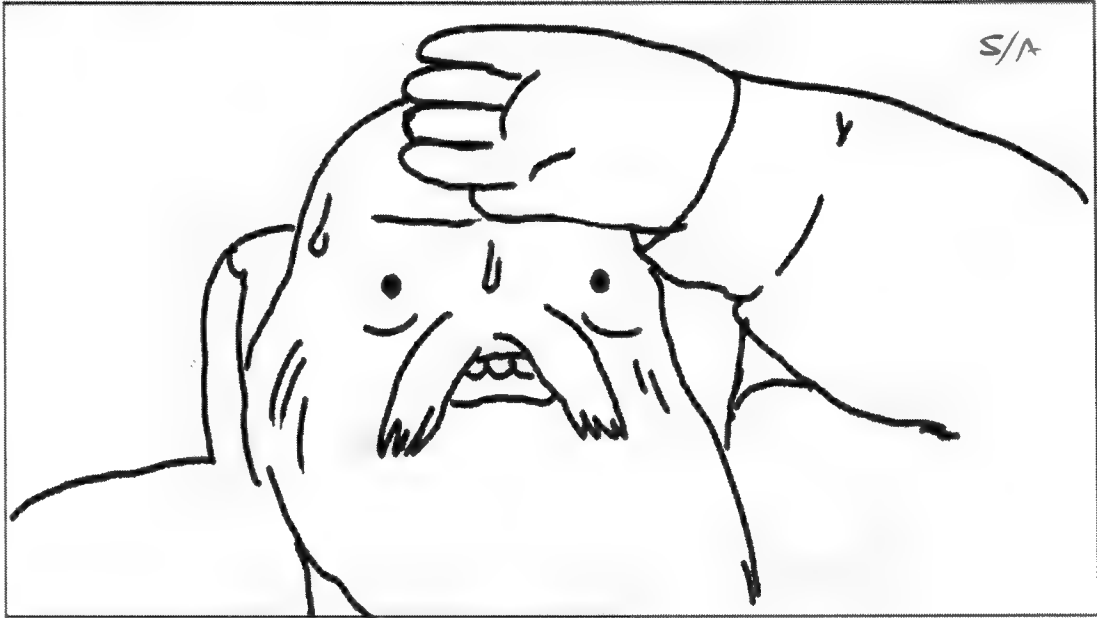


Sc. 163

Pnl. B

Bg.

day night



Dialog:

M/ (TO HIMSELF) AGAIN?

Action:

- M SHADES EYES.

Timing:

EPISODE # 1025-183  
Production :

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# ADVENTURE TIME



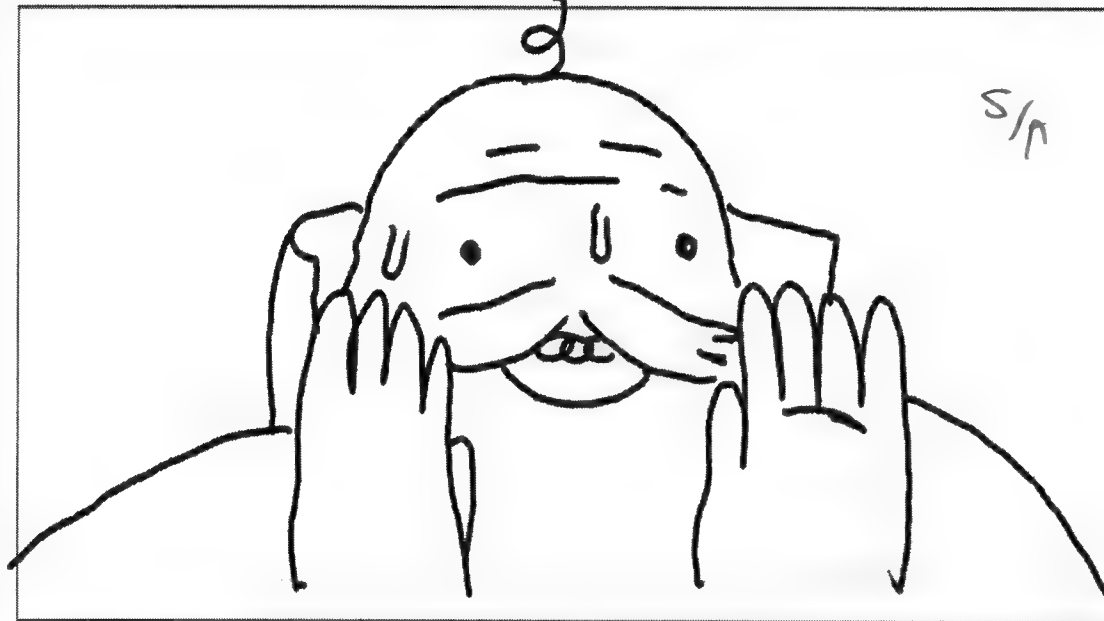
Page 194

Sc. 163

Pnl. C

Bg.

day night

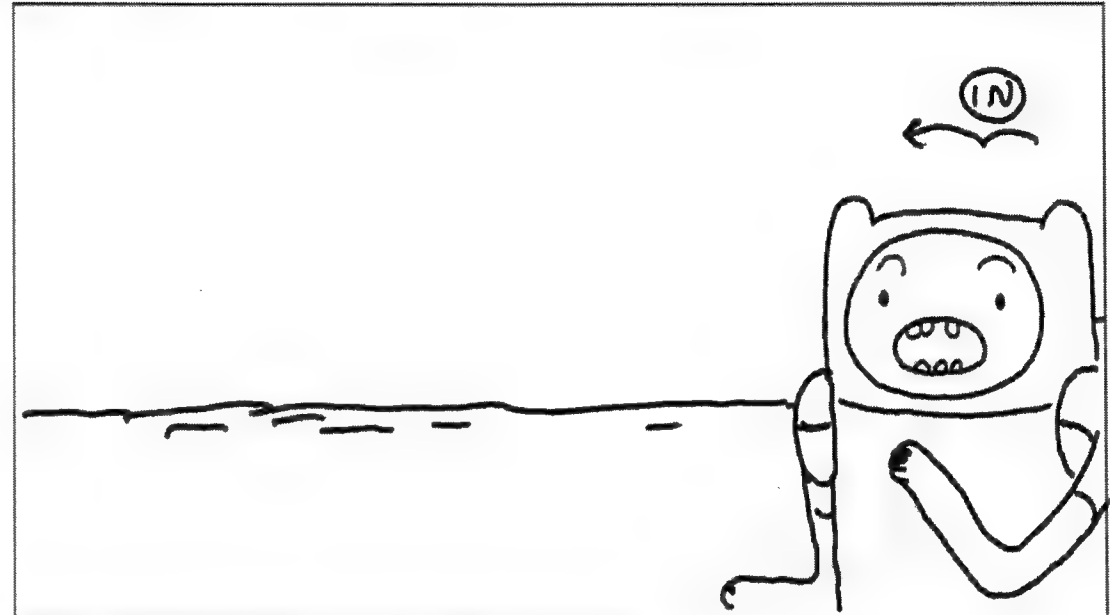


Sc. 164

Pnl. A

Bg.

day night



Dialog:

(M) (TO FINN) GOOD MORNING,  
SWEETIE!

(F) MARTIN -

Action:

-F. RUNS ON/S.

Timing:

EPISODE #

1025-183

Production :



# ADVENTURE TIME



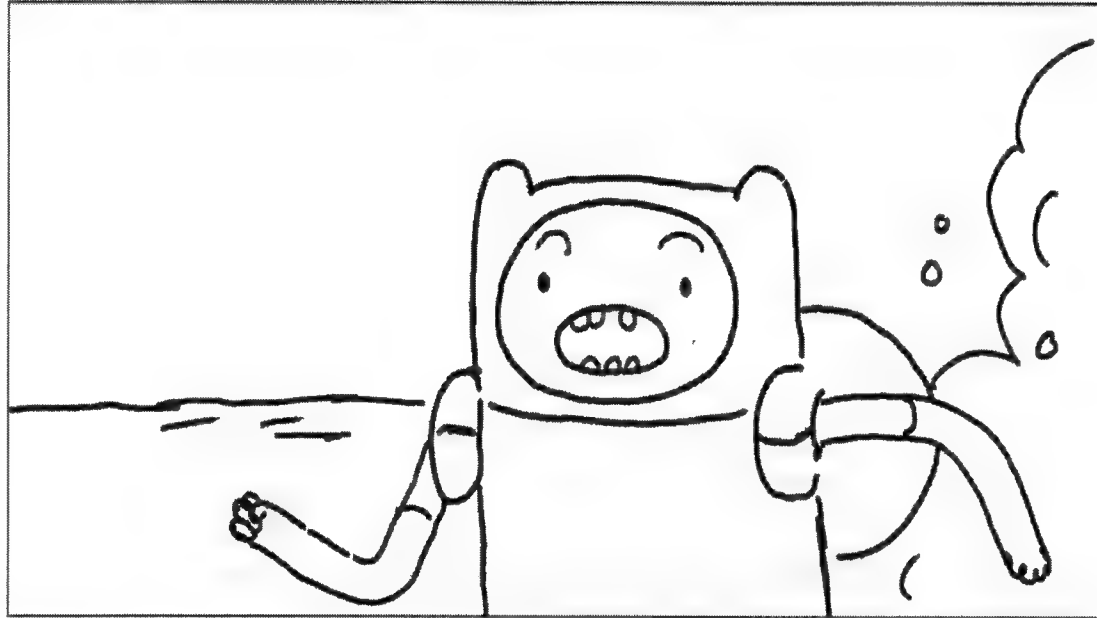
Page 195

Sc. 164

Pnl. B

Bg.

day night

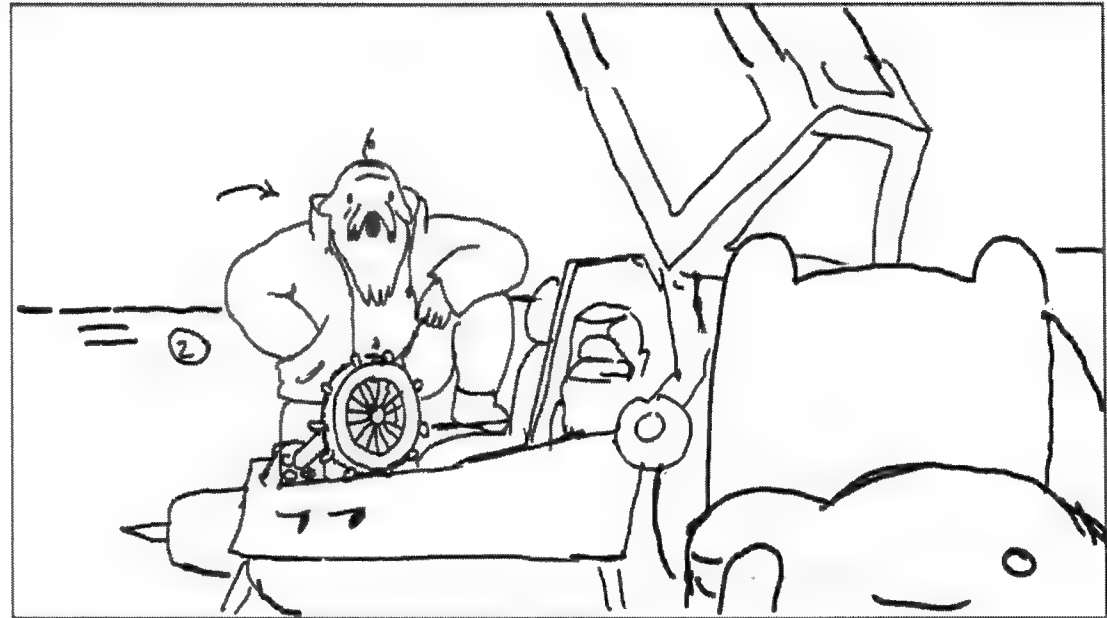


Sc. 165

Pnl. A

Bg.

day night



Dialog:

F (CONT) ARE YOU LEAVING?

Action:

Timing:

M I ABSOLUTELY GOTTA, KID.  
I'VE GOT PRESSURES  
ON ME,



- M. PUTS BOOT  
UP ON POP.

EPISODE #

1025-183

Production :

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ADVENTURE TIME



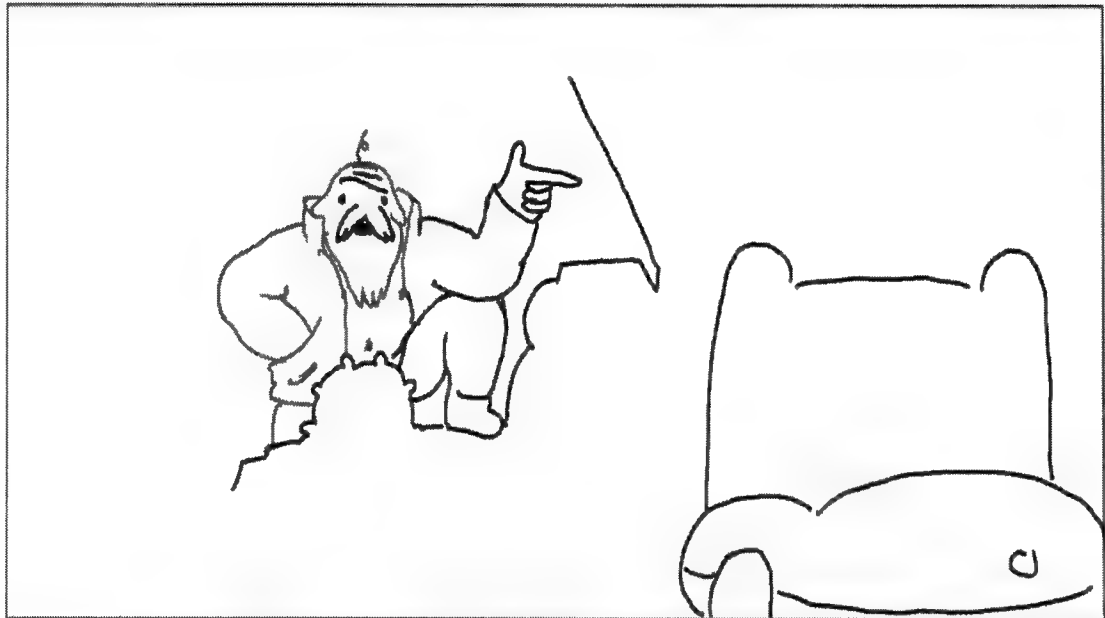
Page 196

Sc. 165

Pnl. B

Bg.

day night

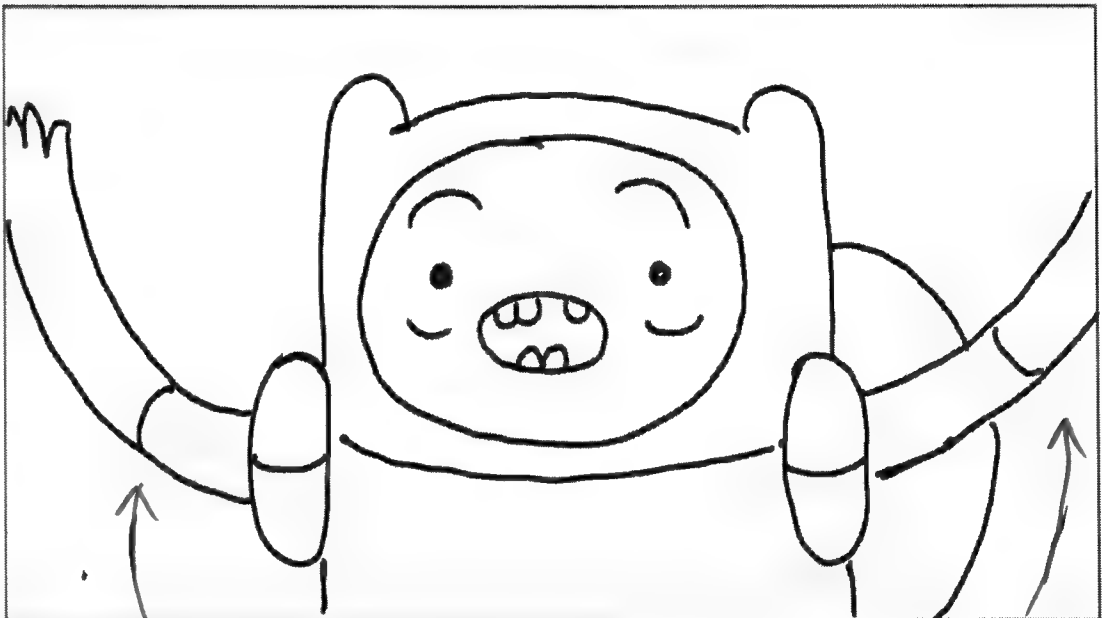


Sc. 166

Pnl. A

Bg.

day night



Dialog:

(M)

STUFF YOU WOULDN'T UNDERSTAND.

(F)

BUT WHAT ABOUT THE VILLAGERS?!

Action:

Timing:

EPISODE #

1025-183

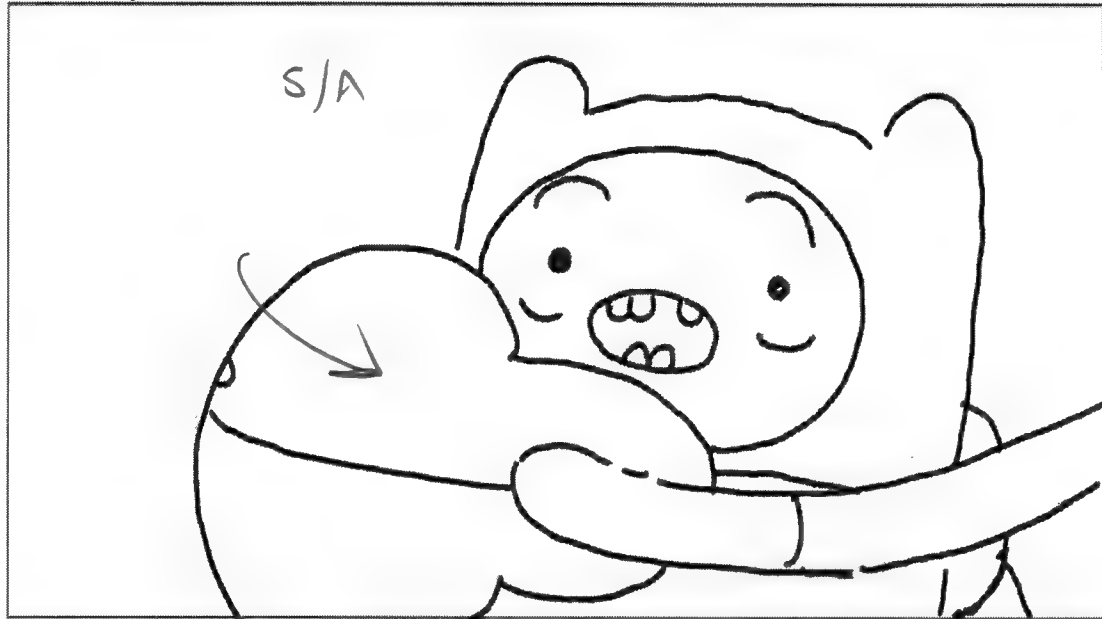
Production :

ADVENTURE TIME



Page 197

Sc. 166 Pnl. B Bg. day night



Sc. 167 Pnl. A Bg. day night



Dialog:

ⓔ THAT SHIP - ⓔ LOOKS LIKE IT'S GONNA BLOW UP!

Action:

Timing:

EPISODE # 1025-183  
Production :

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# ADVENTURE TIME



Page 198

Sc. 168

Pnl. A

Bg.

day night



Sc. 168

Pnl. B

Bg.

day night



Dialog:

AHH .. MAYBE?  
(M) I DUNNO,

(M) MAYBE IT WON'T  
BLOW UP?

Action:

- M. SHRUGS.

Timing:

EPISODE #

1025-183

Production :

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ADVENTURE TIME



Sc. 168

Pnl. C

Bg.

day night

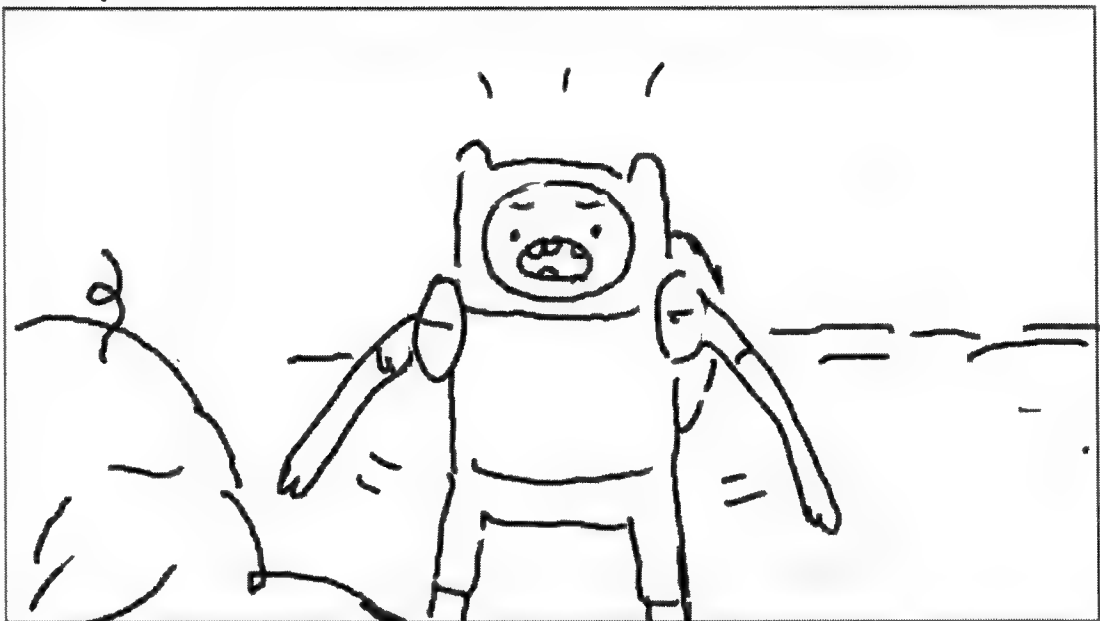


Sc. 169

Pnl. A

Bg.

day night



Dialog:

(M) I'VE SEEN ONE HUNDRED  
THINGS WEIRDER THAN  
A SHIP NOT BLOWING UP.

(F) LAUGH! DAD!!!

Action:

Timing:

Production :

EPISODE #

1025-183

ADVENTURE TIME

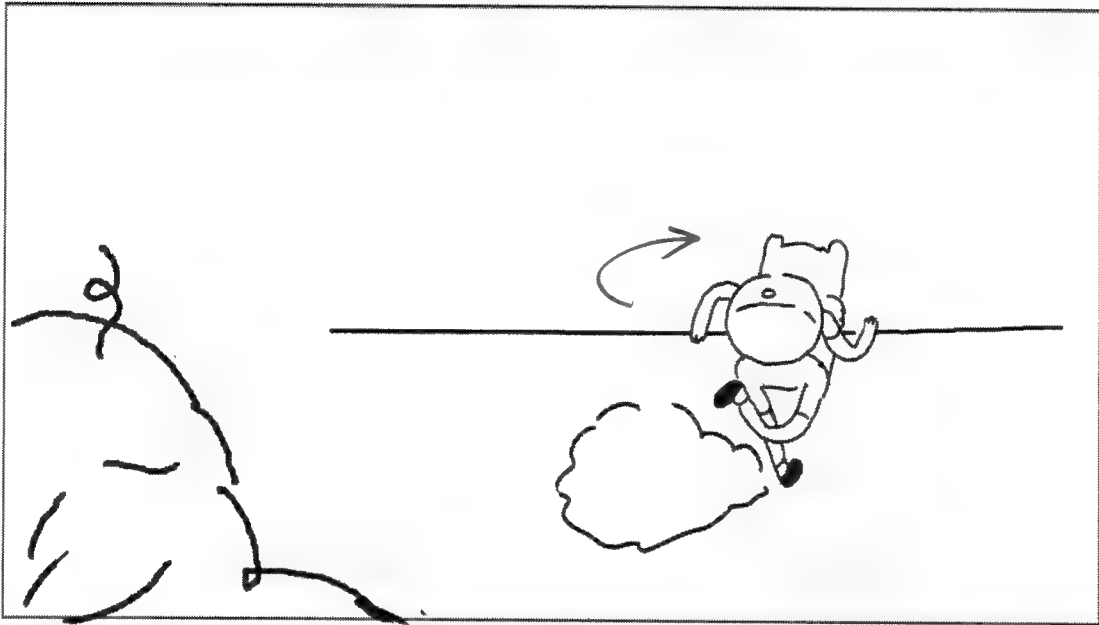


Sc. 169

Pnl. B

Bg.

day night

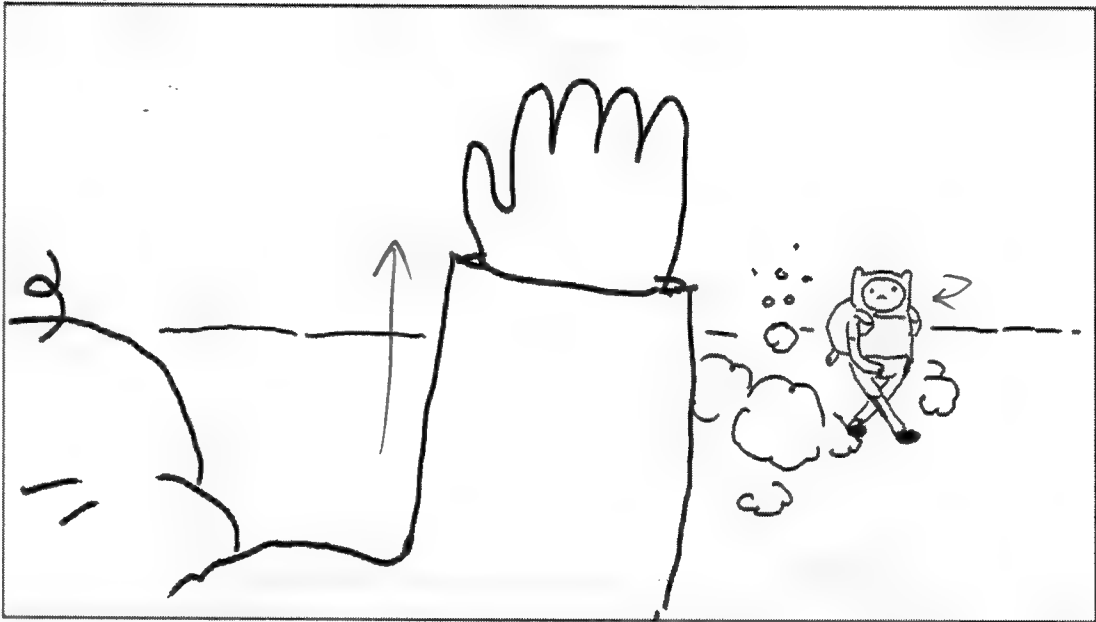


Sc. 169

Pnl. C

Bg.

day night



Dialog:

(E) I NEED TO GO SHUT  
IT OFF!!!

(M) OKAY,  
OKAY, WAIT!

Action:

- F. TURNS AND RUNS

- M. RAISES HAND  
- F. STOPS AND TURNS.

Timing:

Production :

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1025-183

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# ADVENTURE TIME



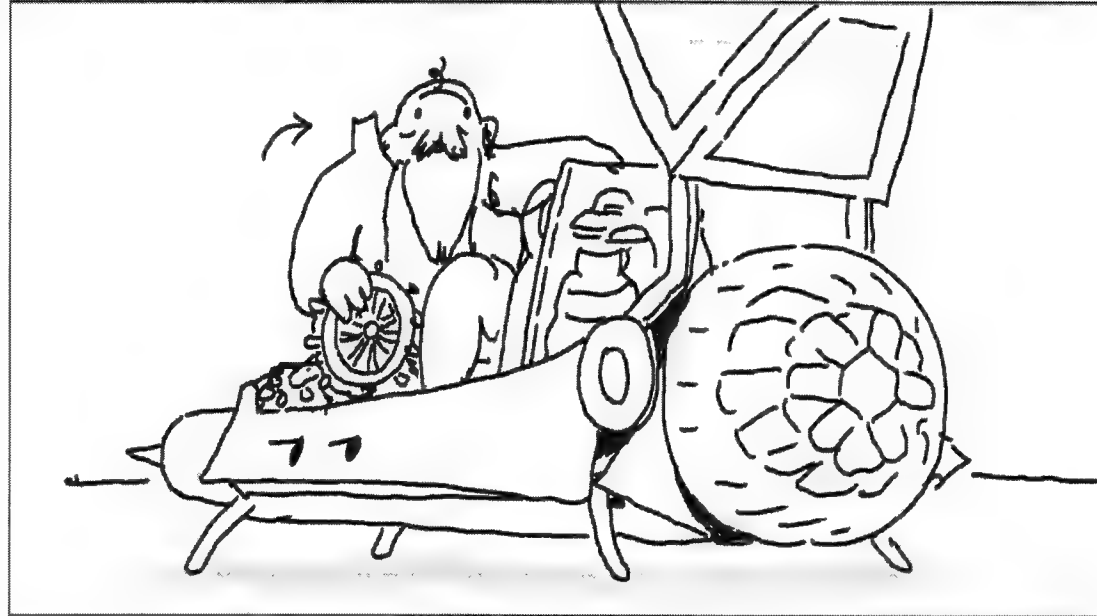
Page 201

Sc. 170

Pnl. A

Bg.

day night

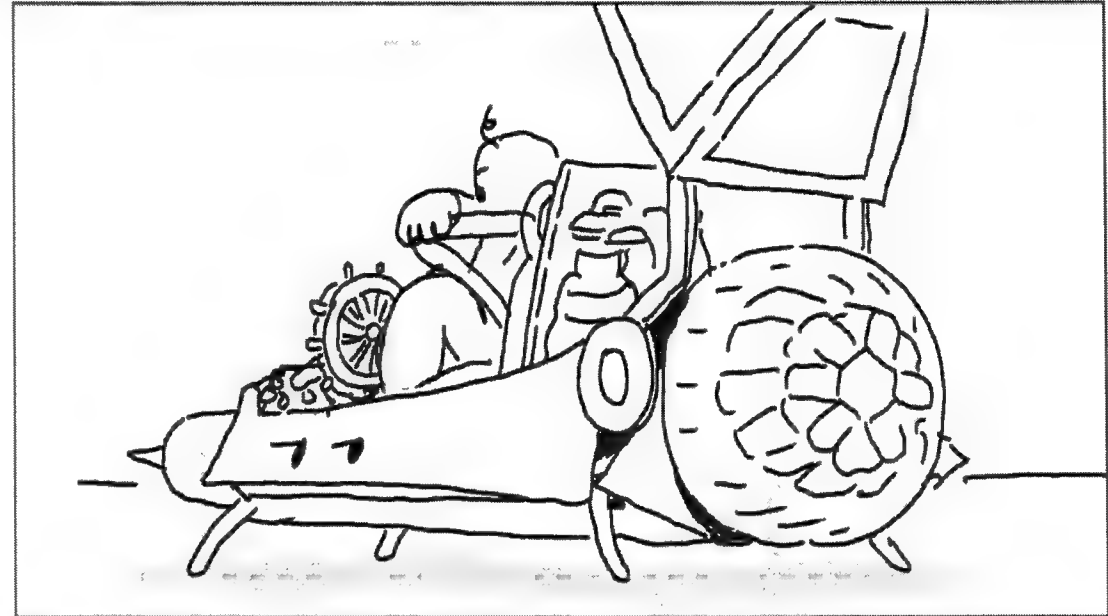


Sc. 170

Pnl. B

Bg.

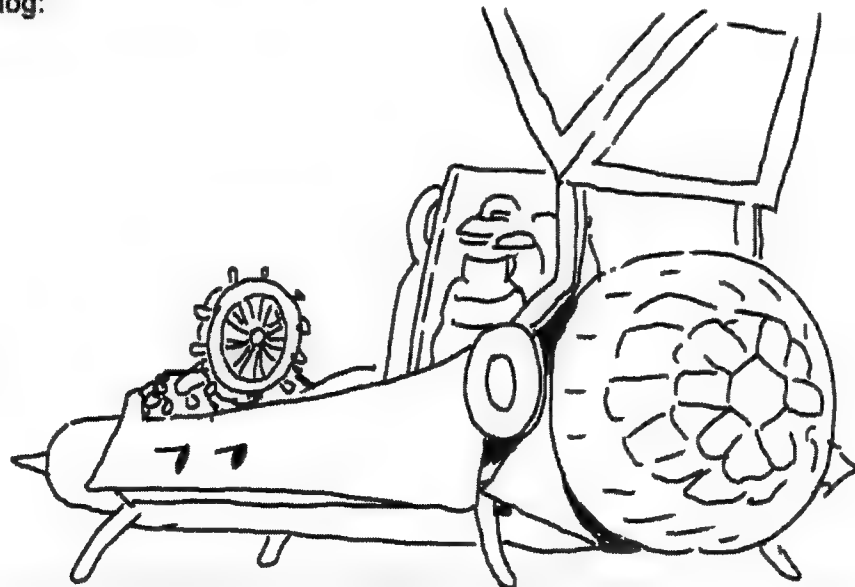
day night



Dialog:

A

T



REF



(M) IF YOU'RE GONNA  
TURN IT OFF, YOU'VE -

(SF) SEATBELT WHIZ.

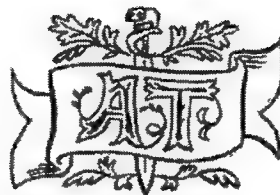
GETS INTO POD,  
PUTS ON SEATBELT.

EPISODE #

1025-183

Production :

ADVENTURE TIME

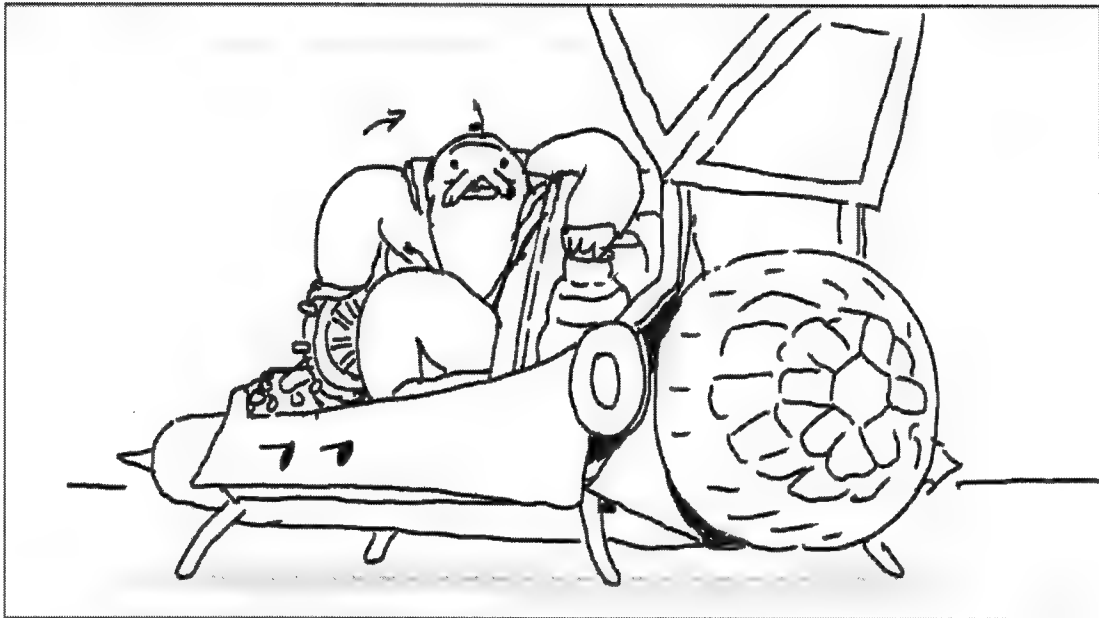


Sc. 170

Pnl. c

Bg.

day night

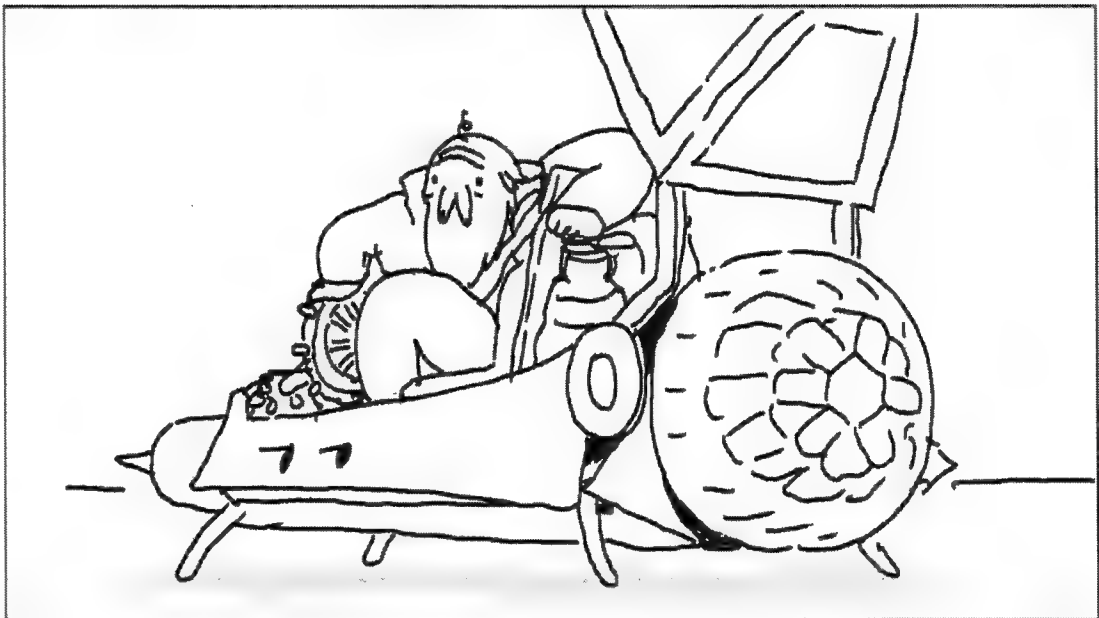


Sc. 170

Pnl. D

Bg.

day night



Dialog:

(M) (CONT) GOTTA PULL THE HEAT DUMP  
TOGGLE IN THE ENGINE CORE.

(M) UH. IT WAS TOO SNUG FOR  
ME TO GET TO , , ,

Action:

↑  
A LITTLE SHEEPISH.

Timing:



ADVENTURE TIME

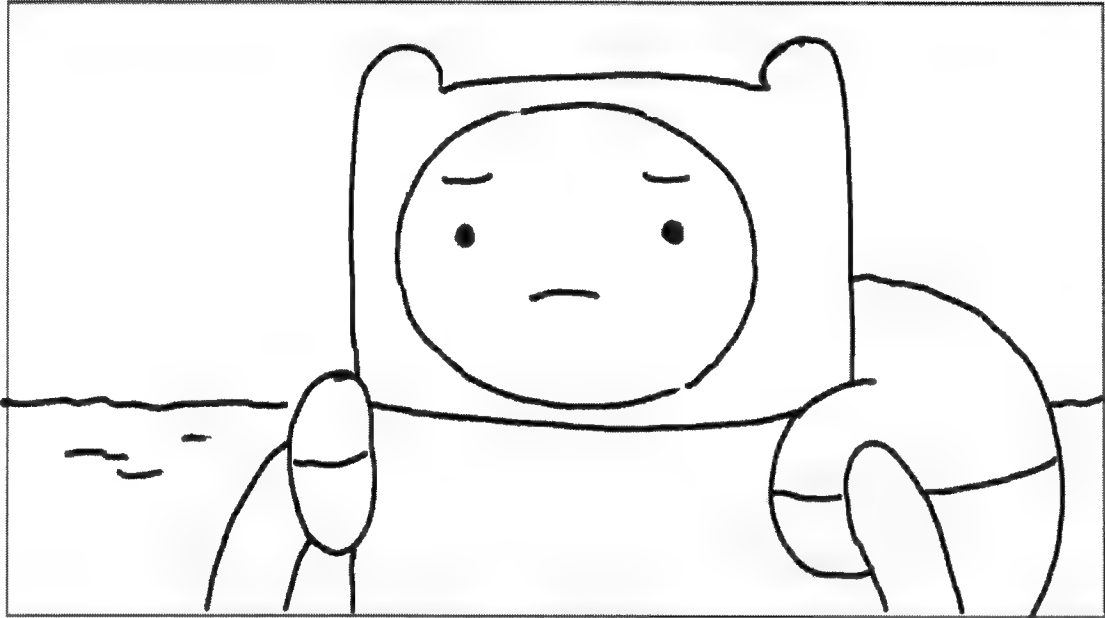


Sc. 171

Pnl. A

Bg.

day night

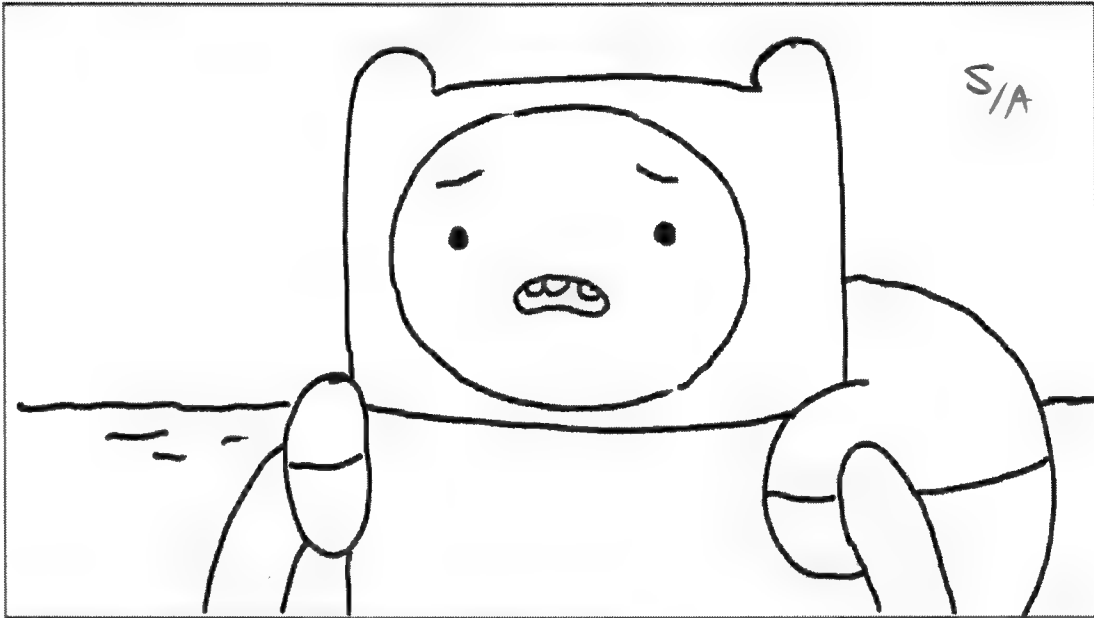


Sc. 172

Pnl. B

Bg.

day night



Dialog:

(M) (CONT) (O.S.) AND THOSE LITTLE GUYS AREN'T STRONG ENOUGH...

Action:

REALIZATION WASHING OVER HIM

Timing:

1025-183

EPISODE #

Production :

ADVENTURE TIME

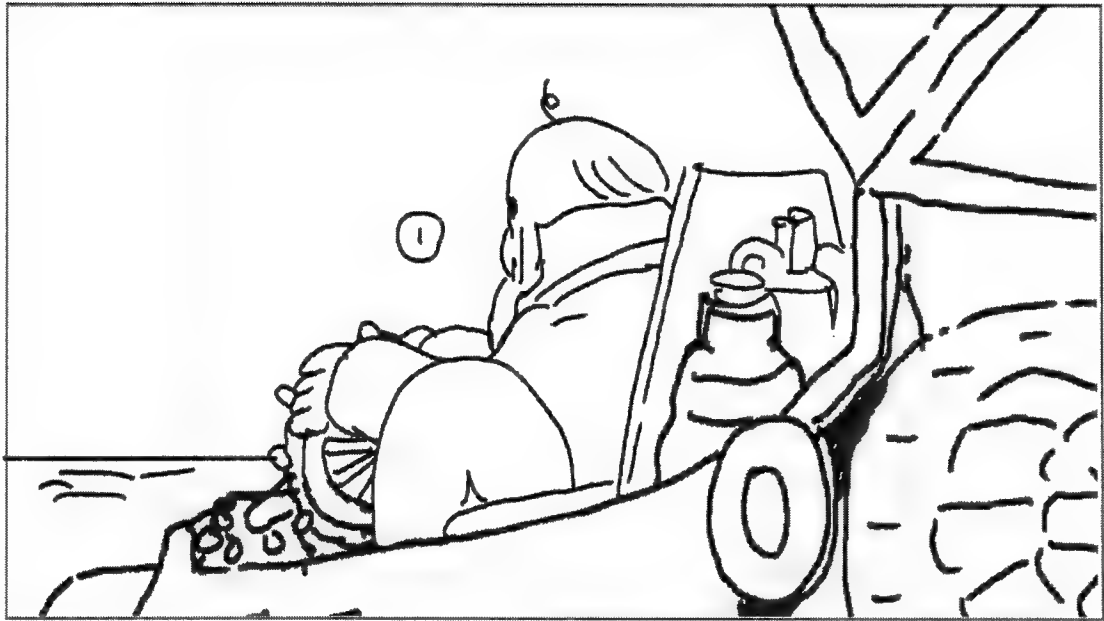


Sc. 172

Pnl. A

Bg.

day night



Sc. 172.

Pnl. B

Bg.

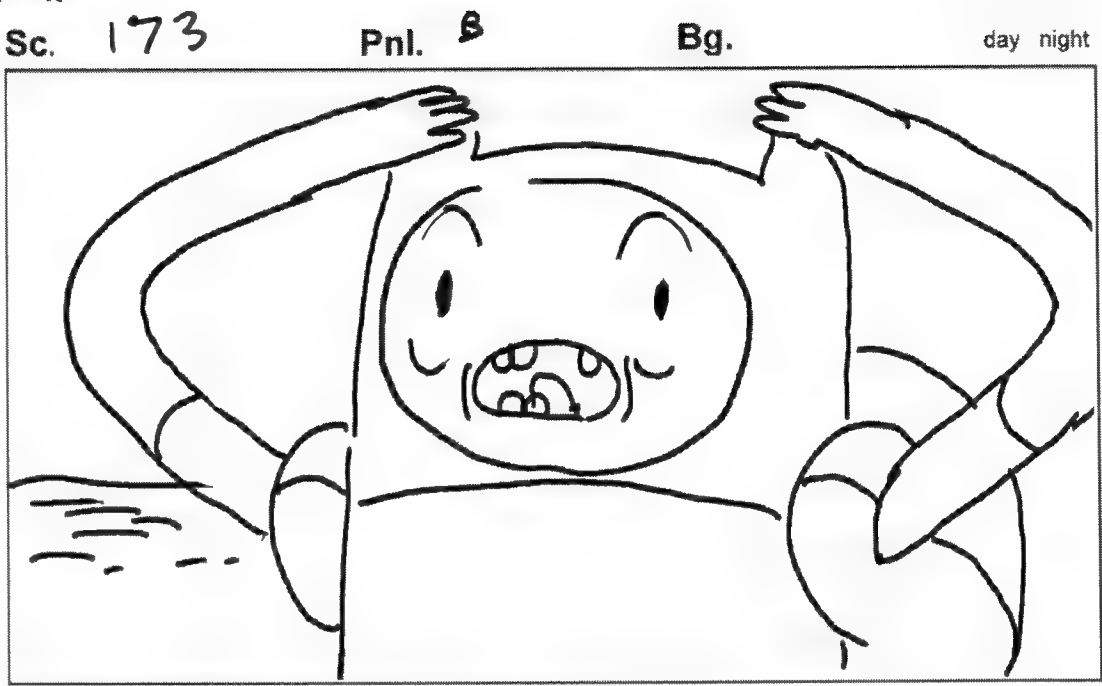
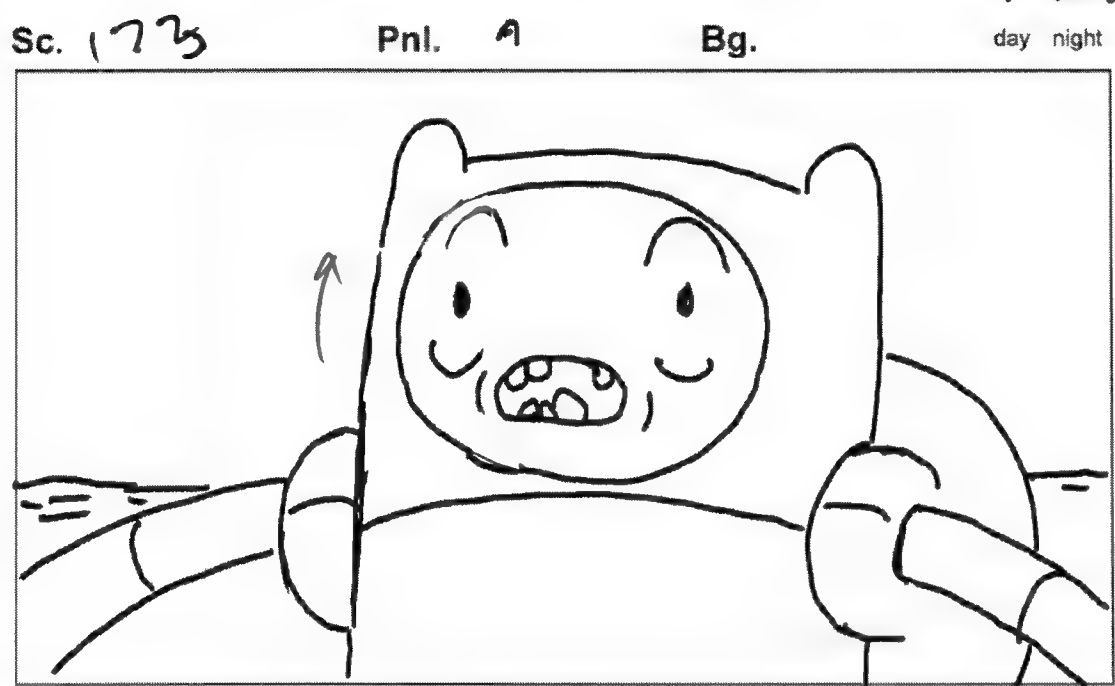
day night



Dialog:	(M) ② mmm... (THINKIN')	(M) HEY ... I COULD WAIT FOR YOU? MAYBE WE COULD GO INTO SPACE TOGETHER?
Action:	②	SINGLE STATEMENT.
Timing:		

1025-183  
EPISODE #  
Production :

ADVENTURE TIME



Dialog:	F/ WAIT WHY DIDN'T YOU TELL ME ABOUT THE HEAT DUMP IN THE FIRST PLACE!?
Action:	- F. GRABS HAT NUBS IN DISBELIEF.
Timing:	

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ADVENTURE TIME



Sc. 174

Pnl. A

Bg.

day night



Sc. 174

Pnl. B

Bg.

day night



Dialog:

@ I UHNNNO!

Action:

SAYS "WINK"  
WHILE WINKING.

Timing:

EPISODE #

1025-183

Production :



ADVENTURE TIME

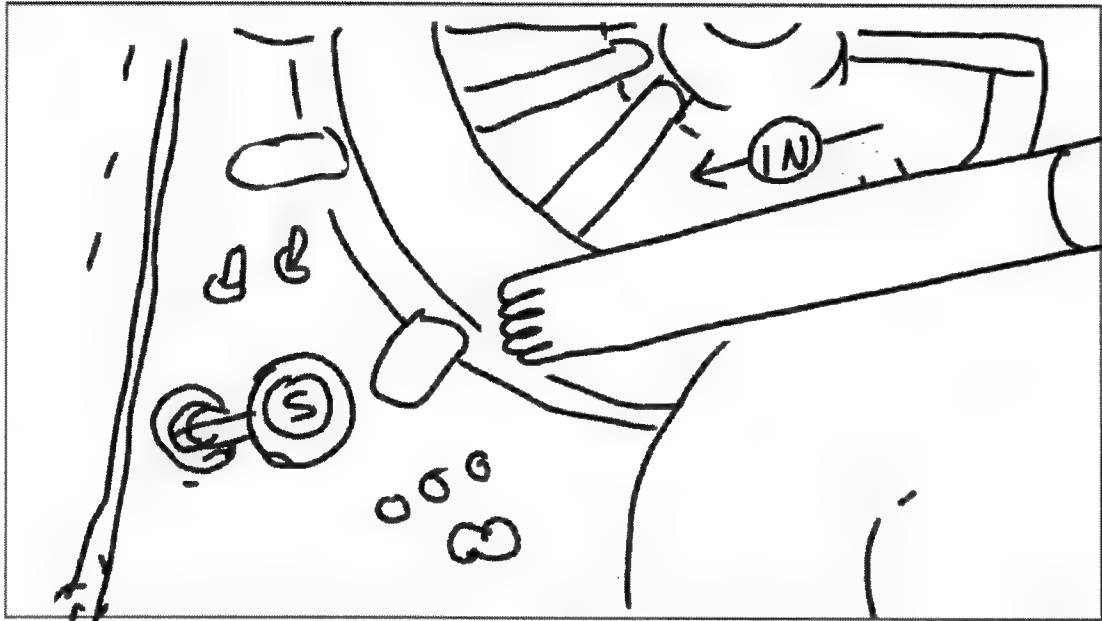


Sc. 176

Pnl. A

Bg.

day night

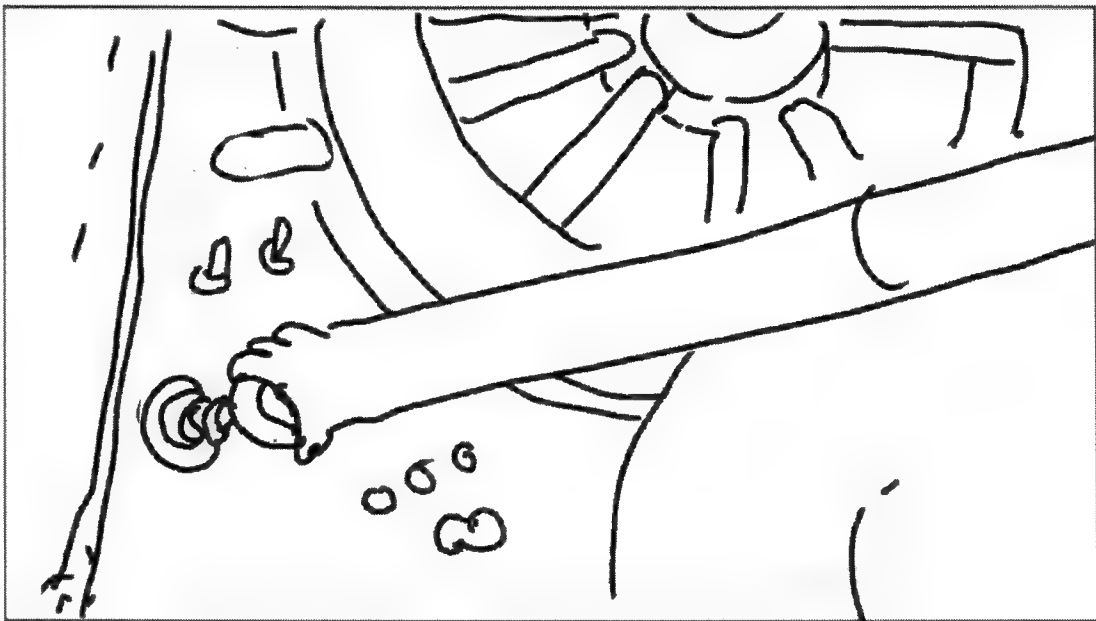


Sc. 176

Pnl. B

Bg.

day night



Dialog:	(F) AU GGH H H ' ' ' ' .
Action:	-F GRABS THE START THROTTLE
Timing:	

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Production :

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# ADVENTURE TIME

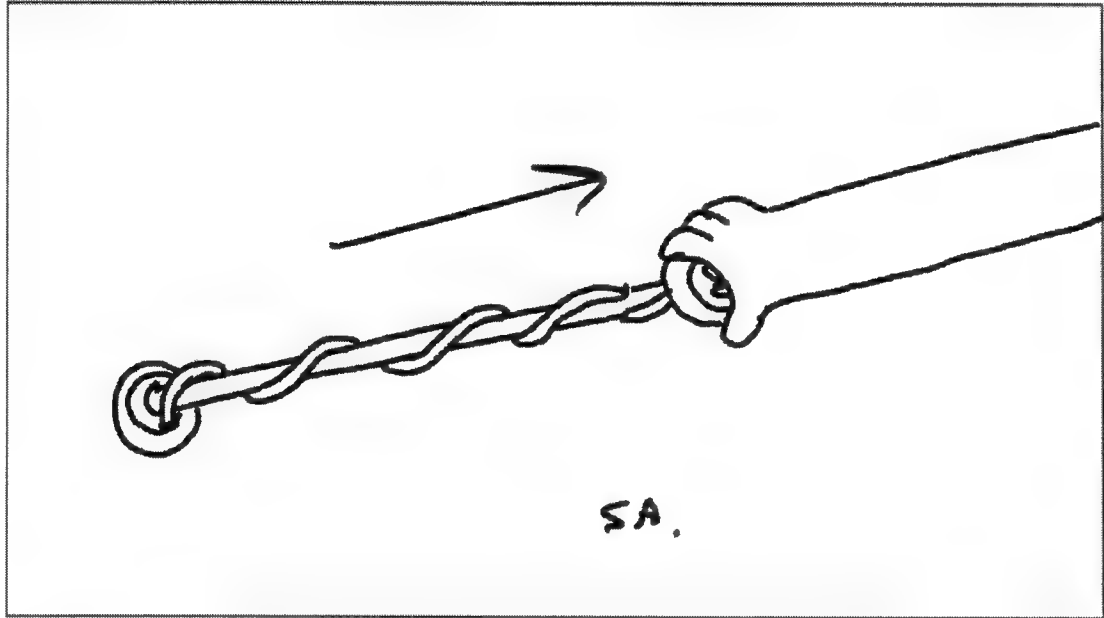


Sc. 176

Pnl. C

Bg.

day night

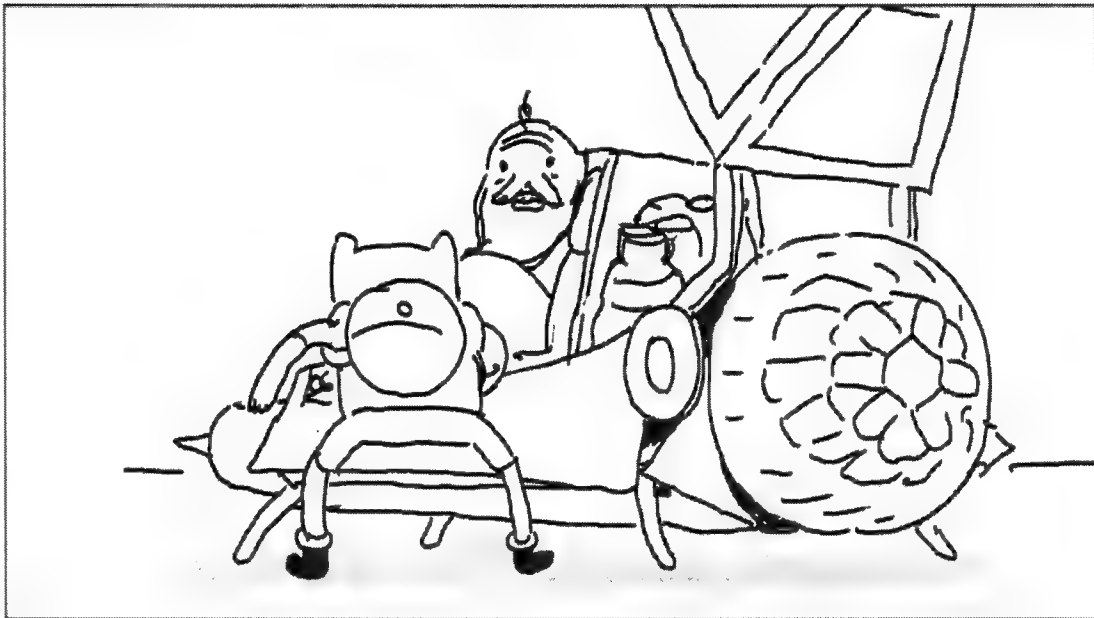


Sc. 177

Pnl. A

Bg.

day night



Dialog:	<p>(SFX) ENGINE POWERS UP! (M) <u>WHAT'S</u> UP?</p>	
Action:	<p>- F. YANKS THROTTLE (PINBALL LAUNCHER)</p>	<p>↑ FAST, AND THE EMPHASIS ON "WHAT".</p>
Timing:		

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# ADVENTURE TIME



Sc. 177

Pnl. B

Bg.

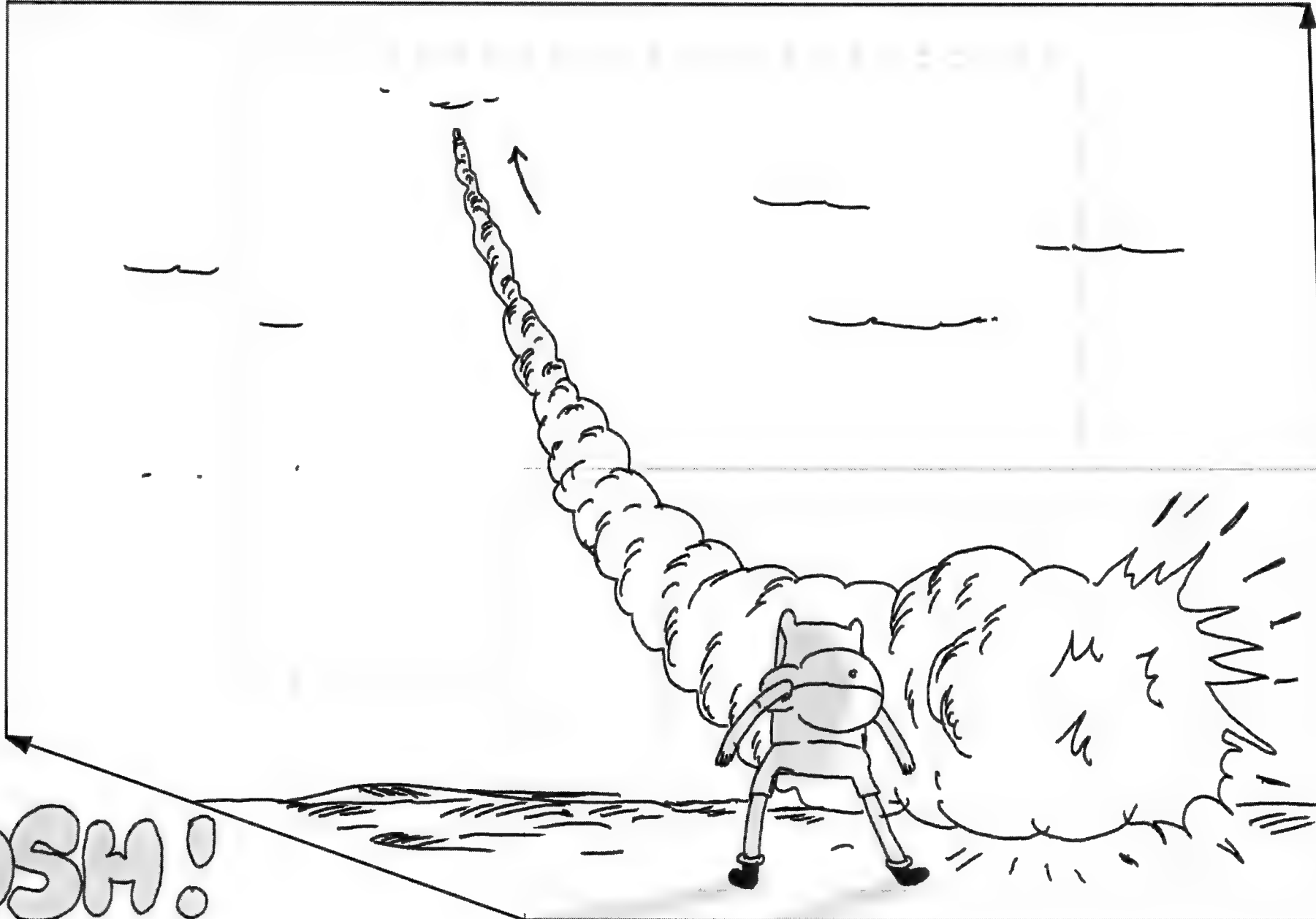
day night

Page 210

- POD  
LAUNCHES  
INTO SPACE

(SFX)

WOSH!



Production :

EPISODE #

1025-183



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# ADVENTURE TIME

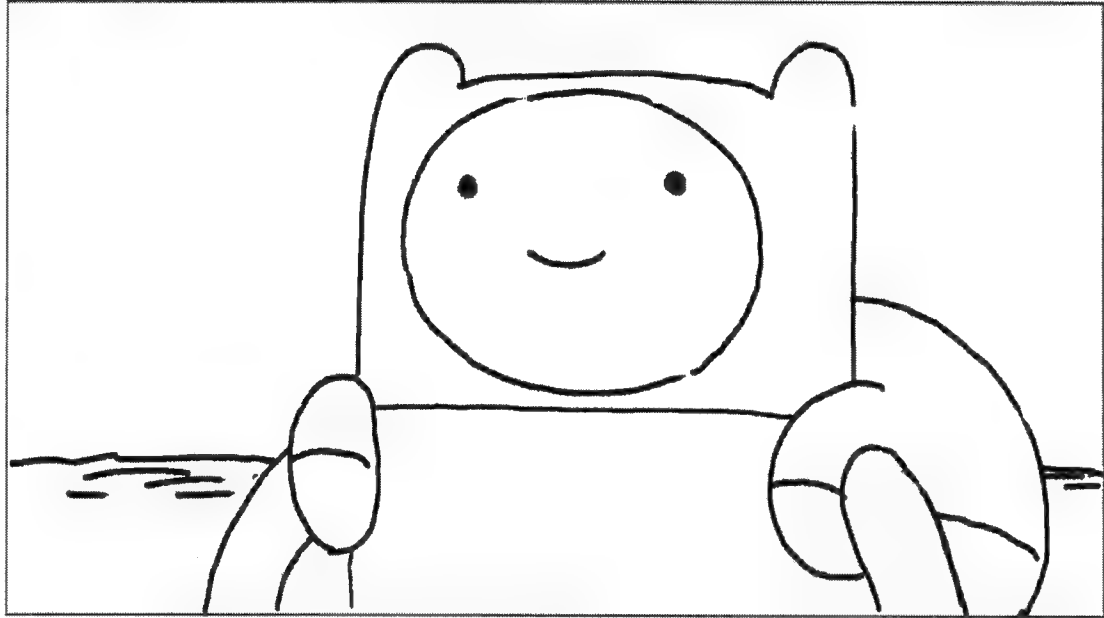


Sc. 178

Pnl. A

Bg.

day night



Sc. 178

Pnl. B

Bg.

day night



Dialog:

Action:

- F. RUNS OFF/S,

Timing:

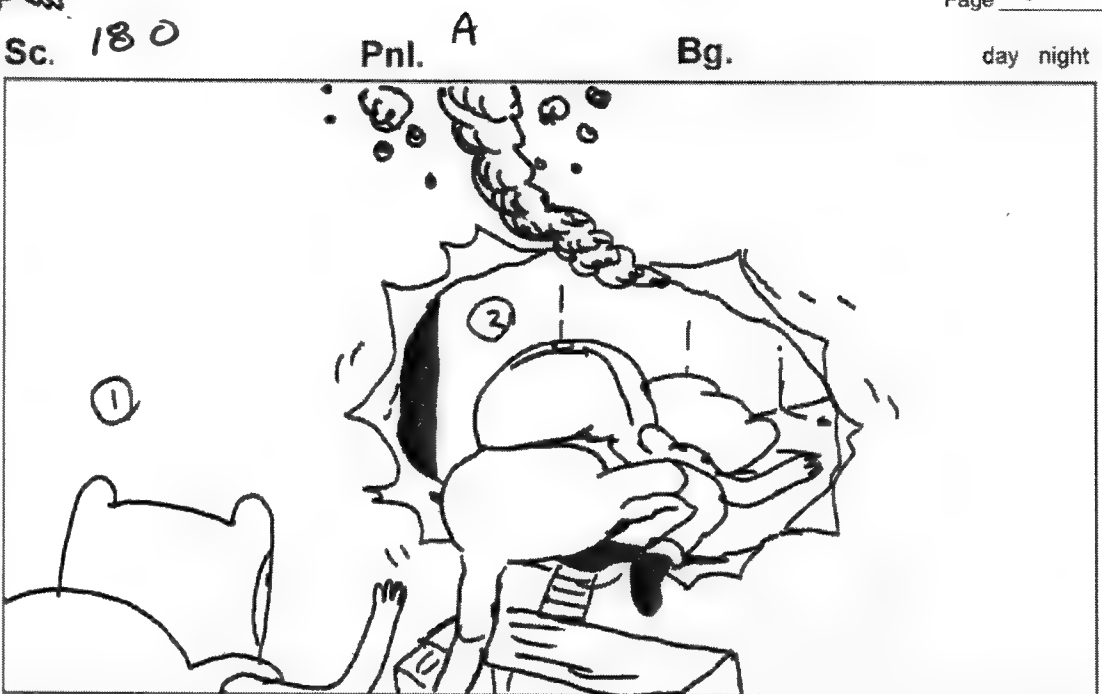
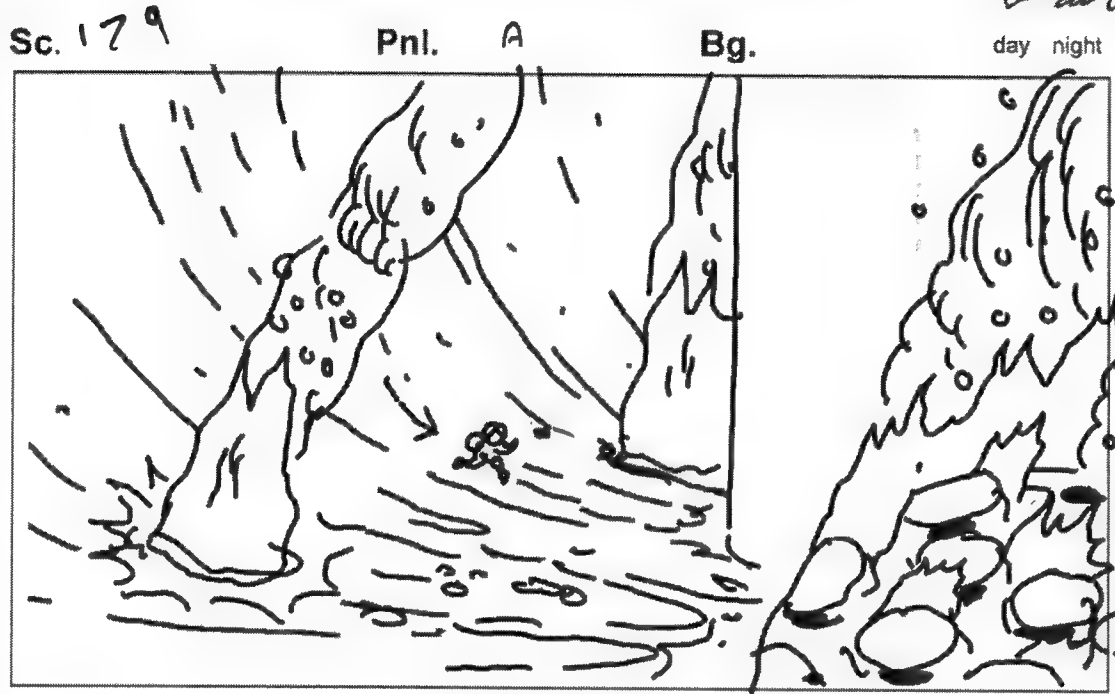
EPISODE #

1025-183

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ADVENTURE TIME



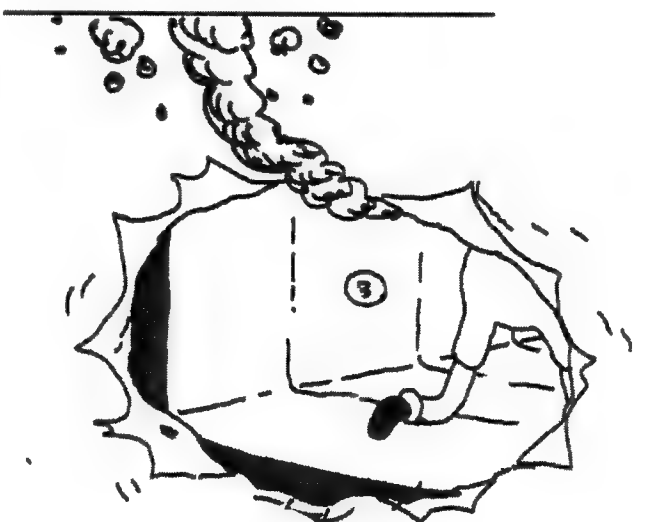
Dialog:

Action:

Timing:

FIRE AND SMOKE.

WHAT'S LEFT OF THAT ONE EXPLODED ENGINE.



EPISODE # 1025-183

Production :

ADVENTURE TIME



181

Page 213

Sc. 181

Pnl. A

Bg.

day night



Sc. ~~181~~

Pnl. B

Bg.

day night



Dialog:

(F) UH. UNH. UGH.

Action:

CRAWLING  
THROUGHING  
A HOT TIGHT PIPE

(A)

(B)

(A)

(B)

WALLS ARE GLOWING  
RED WITH HEAT.

Timing:

EPISODE #  
1025-183

Production :

# ADVENTURE TIME



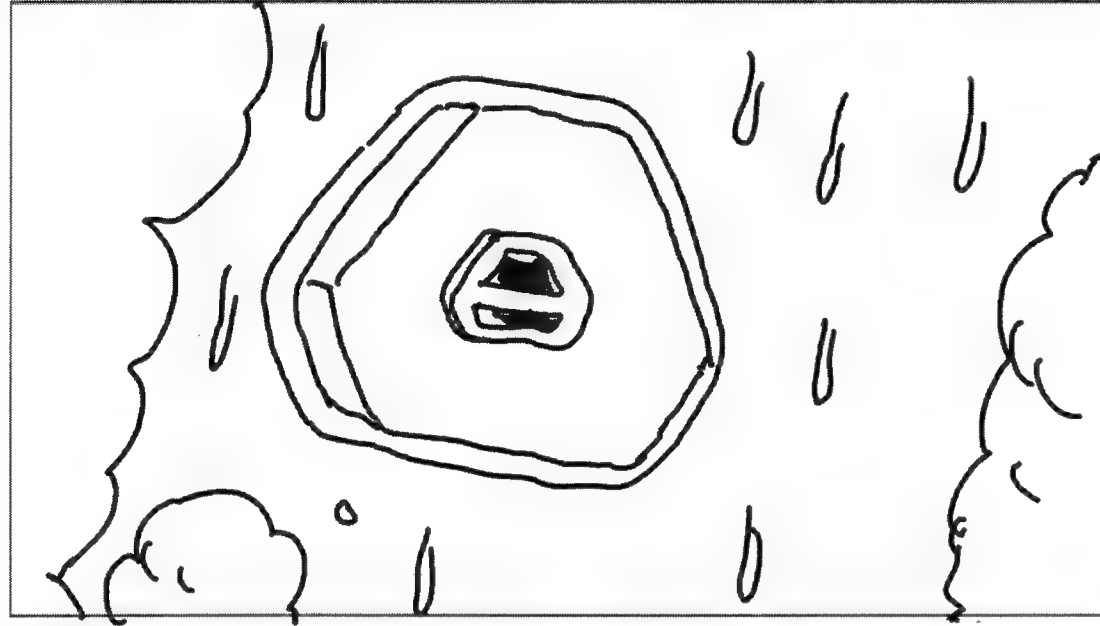
Page 214

Sc. 182

Pnl. A

Bg.

day night



Sc. 182

Pnl. B

Bg.

day night



Dialog:

(SFX) CLANG!  
(F) YEUGH.

Action: WALLS SWEATING, STEAM EVERYWHERE,  
WALLS GLOWING EVEN REDDER, MAYBE EVEN  
HEAT WAVES IN THE AIR.

HOT,  
HOT,  
HOT!

Timing:

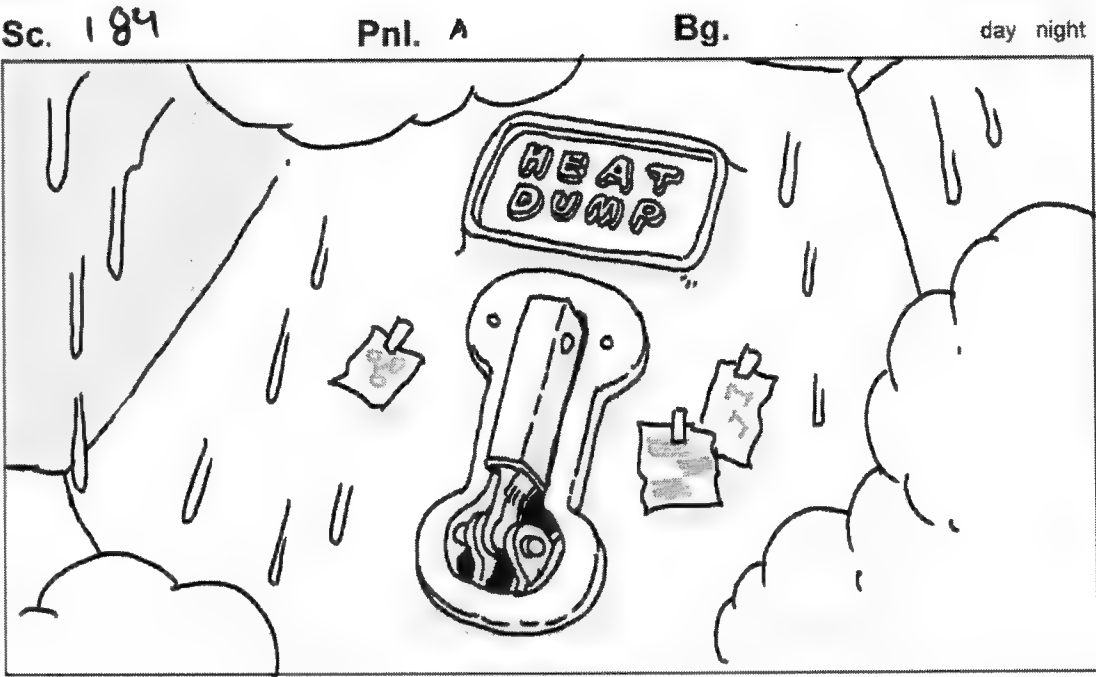
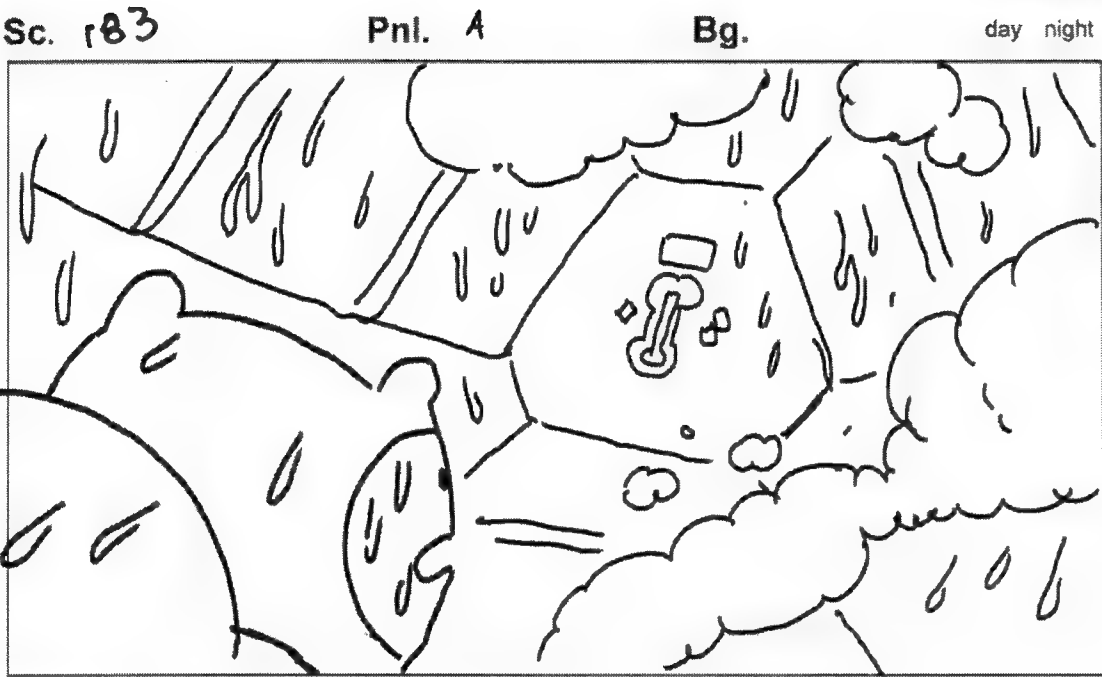
EPISODE #

1025-183

Production :

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ADVENTURE TIME



Dialog:

Action:

Timing:

THE ENGINE CORE.

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ADVENTURE TIME



Sc. 185

Pnl.

Bg.

day night

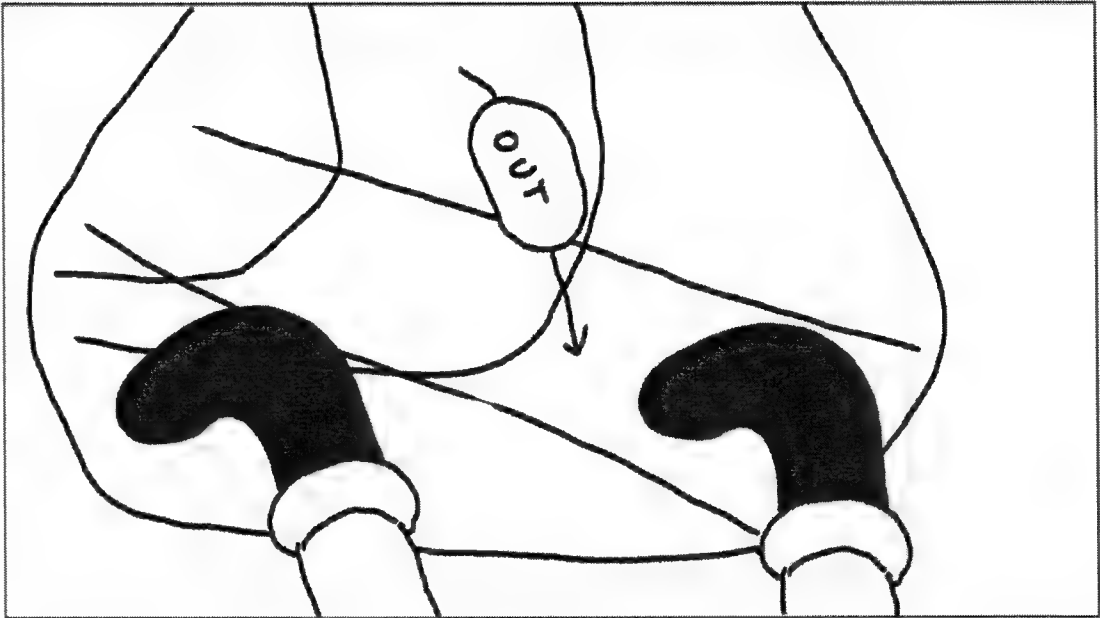


Sc. 185

Pnl.

Bg.

day night



Dialog:

ⓔ HOT DUMP!  
ALT: HOT BINGO!

Action:

Timing:

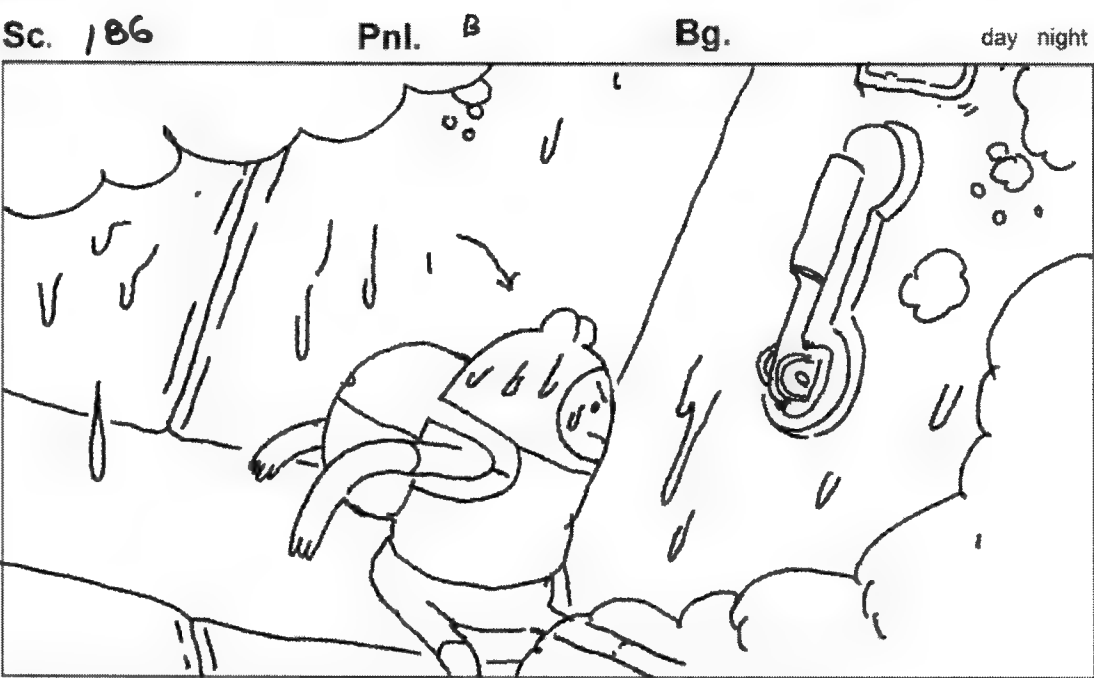
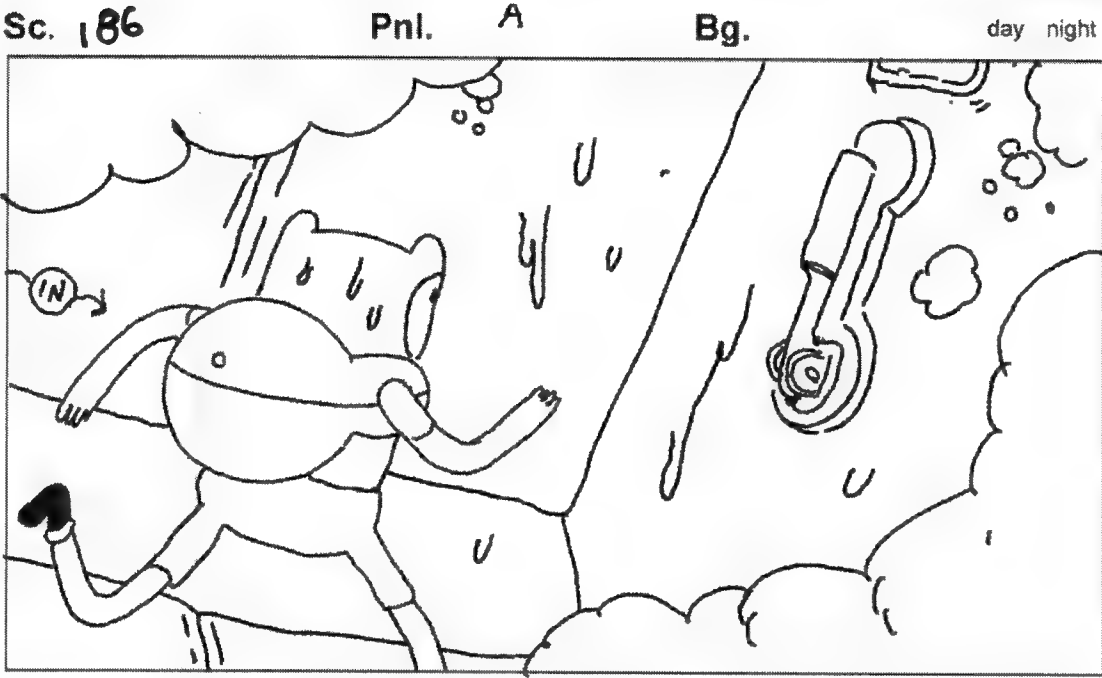
EPISODE #

1025-183

Production :

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ADVENTURE TIME

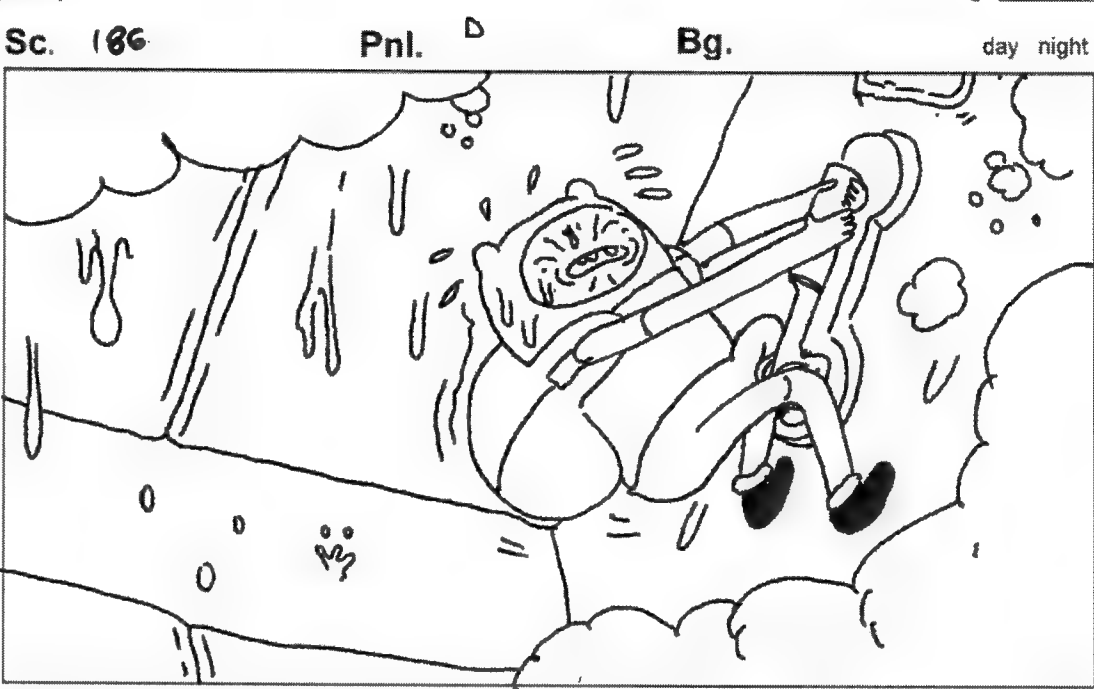
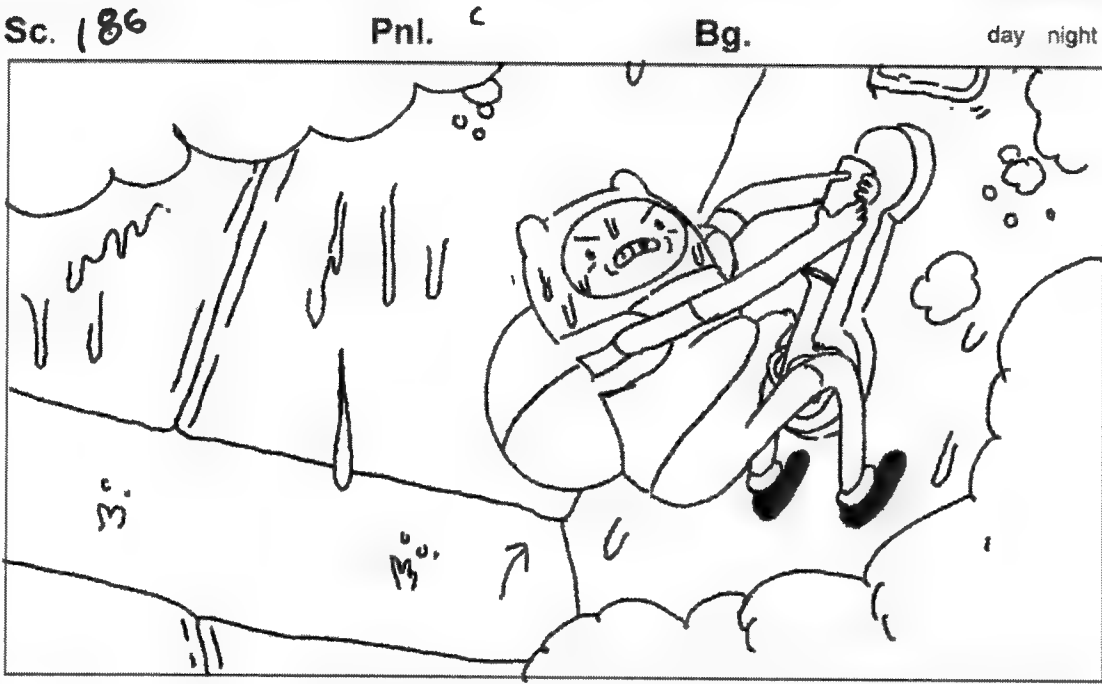


Dialog:
Action: - F RUNS ONKS  ANTIC.
Timing:

EPISODE # 1025-183  
Production :

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ADVENTURE TIME



Dialog:	F: [STRAINING]	
Action:	LIKE A <u>CAT</u> !	STRUGGLING . SHAKING & SWEATING , NOT BUDGING THE SWITCH.
Timing:		

EPISODE # 1025-183

Production :



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ADVENTURE TIME



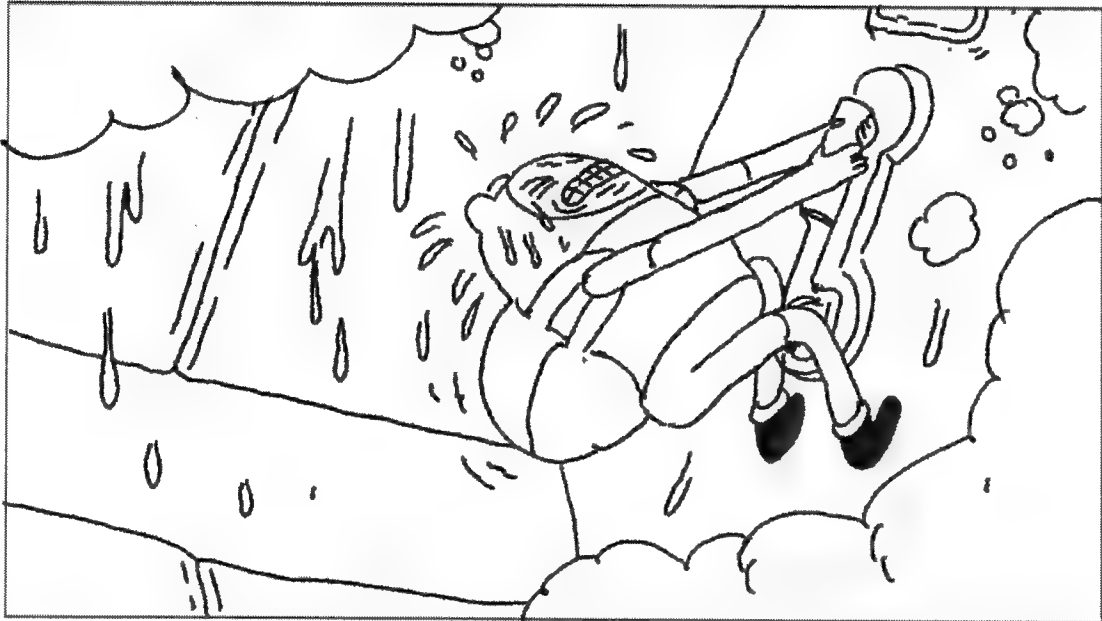
Sc. 186

Pnl.

18

Bg.

day night



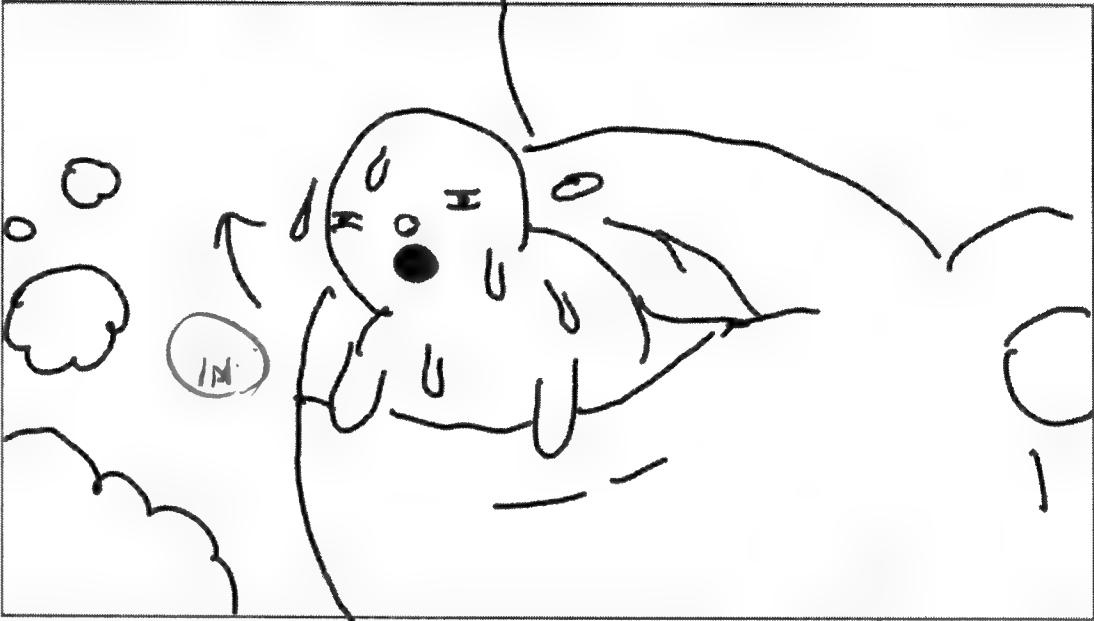
Sc. 187

Pnl.

A

Bg.

day night



Dialog:

ⓔ RRR!! TOO .. STUCK!!!

Ⓛ OH H NO ~~~~ ...

Action:

SHAKING, SWEATING.

-LIONEL PEEKS OUT OF BACKPACK

Timing:

EPISODE # 1025-185  
Production :

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# ADVENTURE TIME



Page 220

Sc. 187

Pnl. B

Bg.

day night



Sc. 188

Pnl. A

Bg.

day night



Dialog:

(L)

THIS IS NEW TO ME.

(L) M H M . . .

Action:

- L. SWEATS

- LIONEL EDGES AROUND F'S HEAD

Timing:

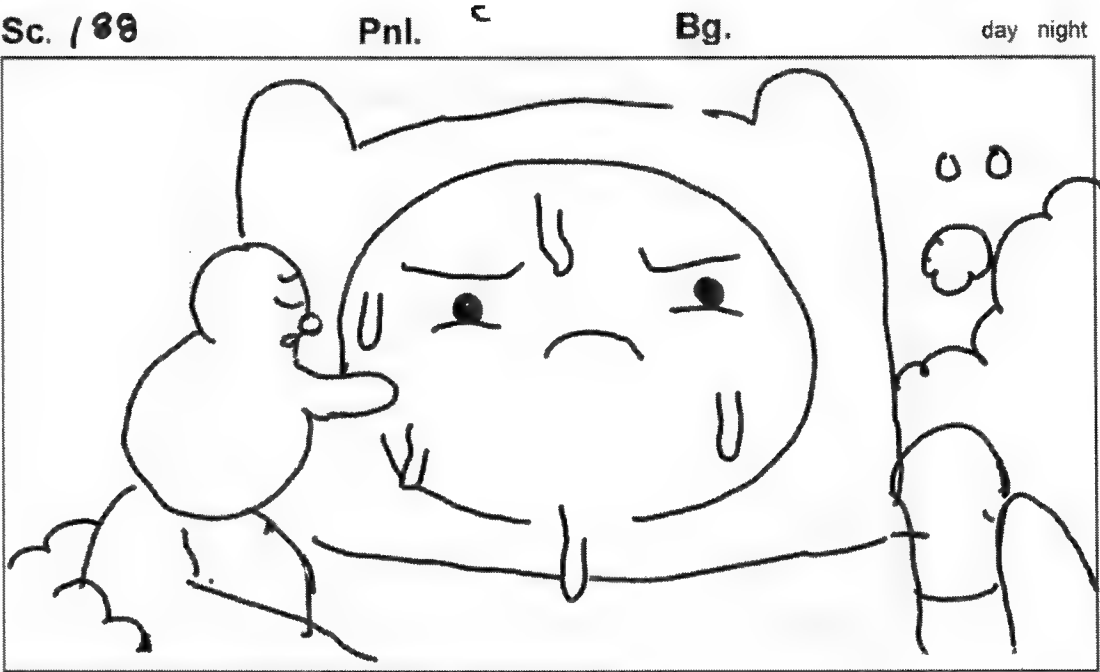
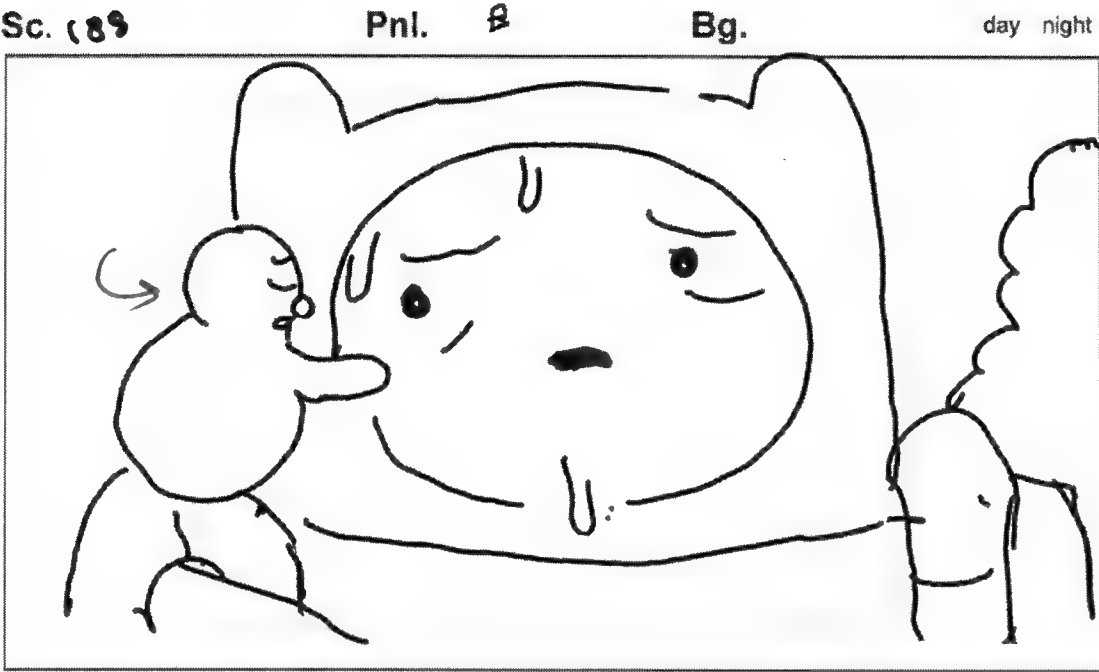
1025-182

EPISODE #

Production :

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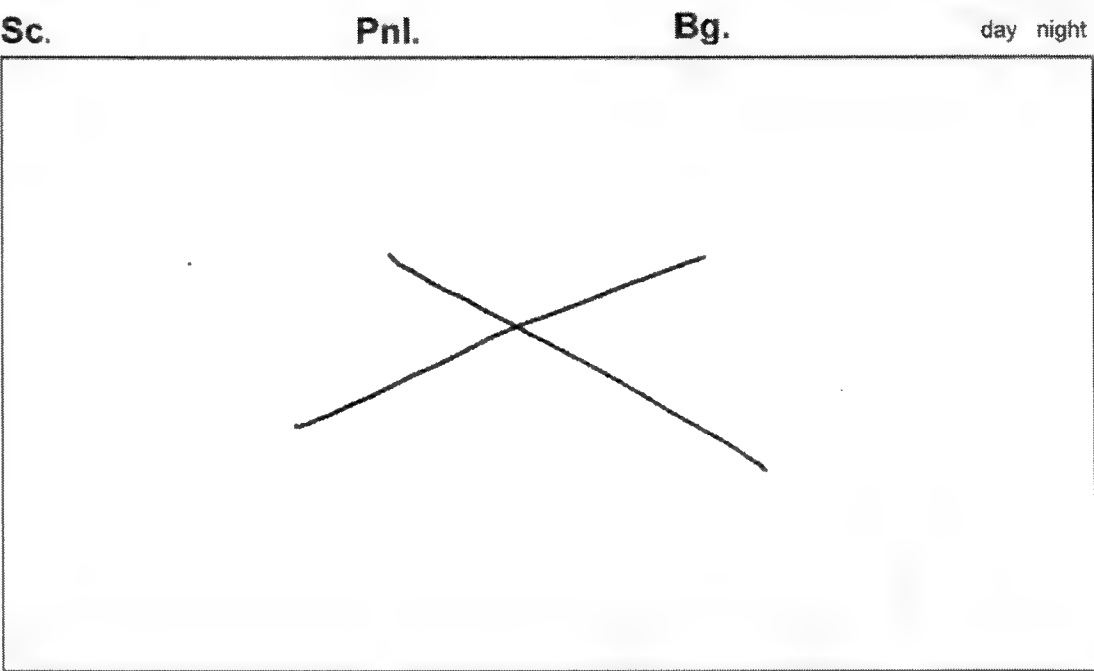
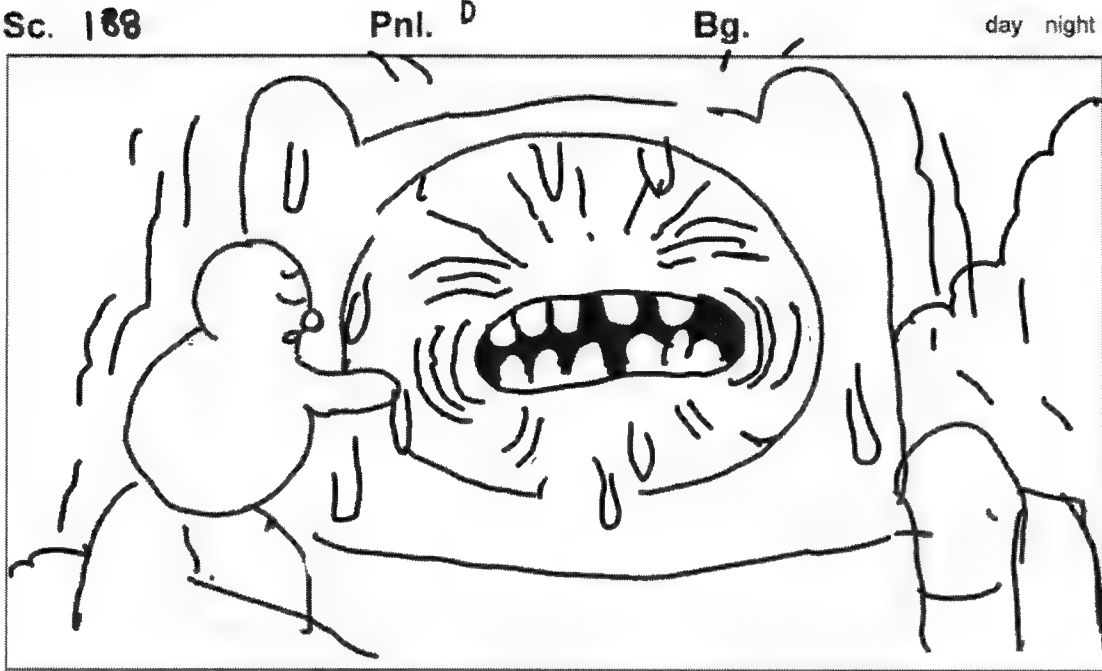
ADVENTURE TIME



Dialog:	(L) DESPERATE EXHALE (E) mm!
Action:	- FINN STRAPS IN.
Timing:	

EPISODE # 1025-183  
Production :

ADVENTURE TIME



Dialog:
Q R R R R R
Action:
Timing:

EPISODE # 1025-183

Production :

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ADVENTURE TIME

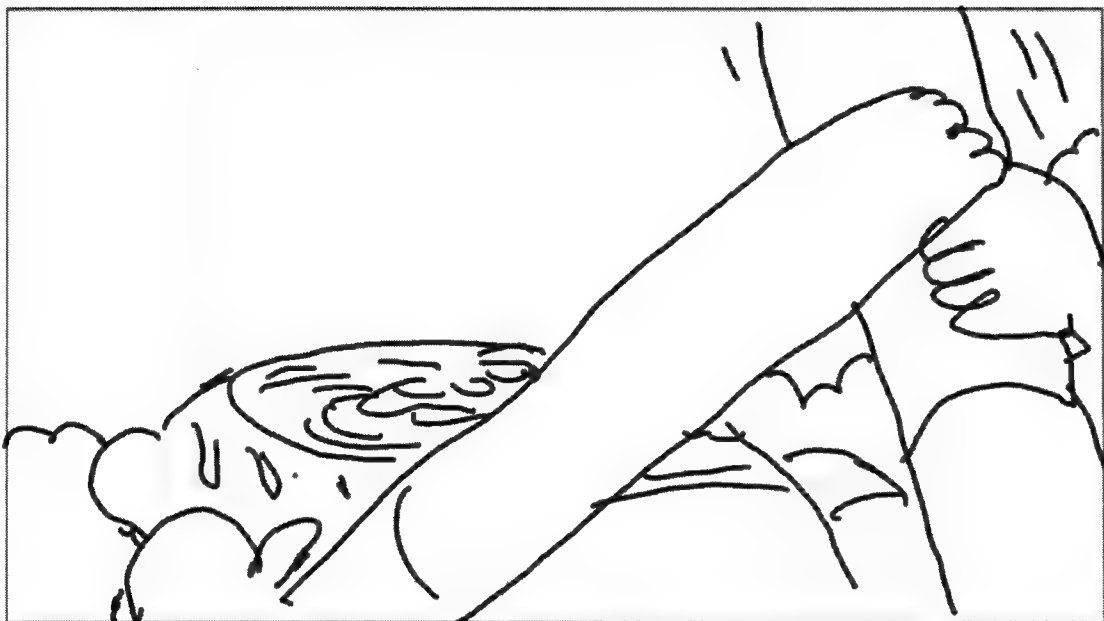


Sc. 188

Pnl. E

Bg.

day night



Sc. 188

Pnl. F

Bg.

day night



Dialog:

E RAAHH!!

SFX CHUR

Action:

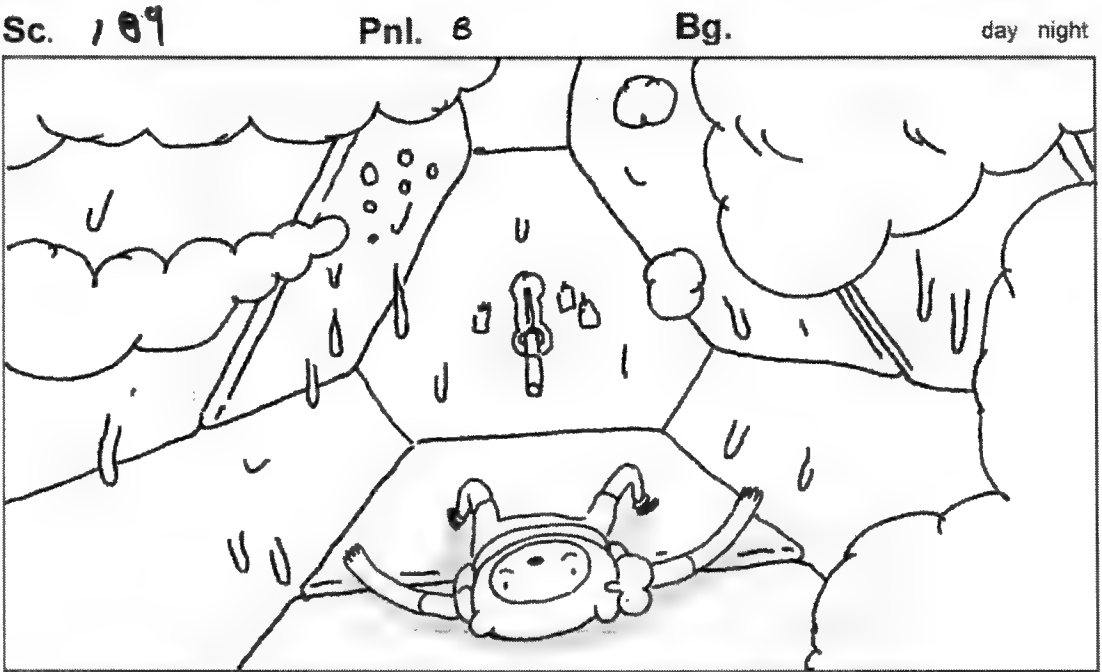
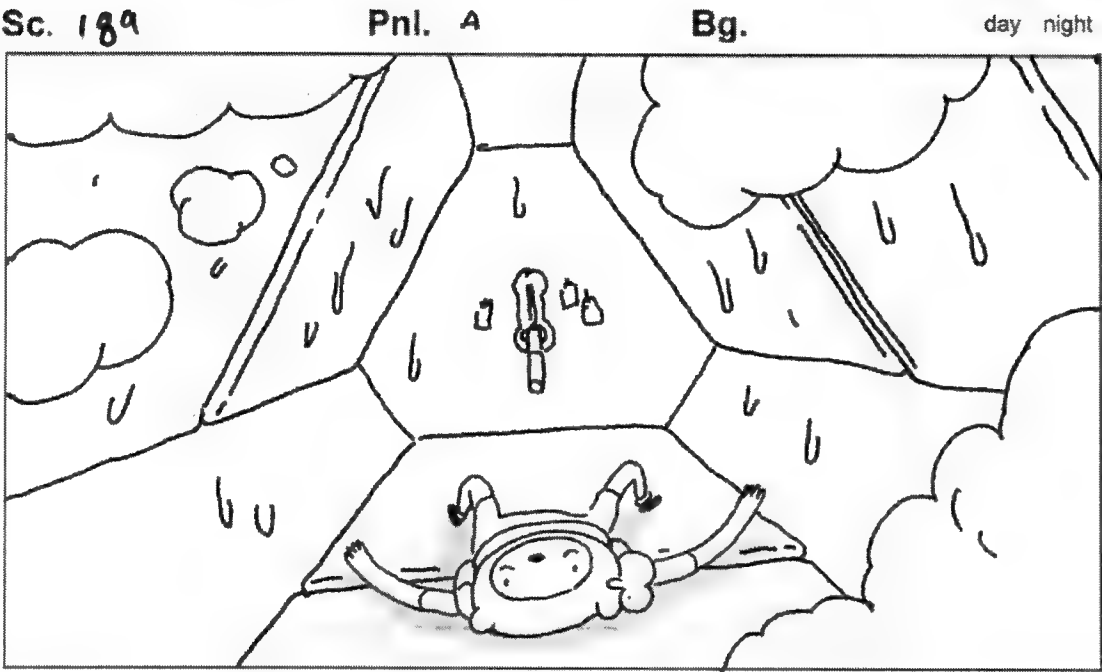
-F. PULLS BACK OFF

Timing:

1025-183  
EPISODE #  
Production :

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ADVENTURE TIME



Dialog:

(SFX) S S S S S S S S S S !

Action:

FADES FROM GLOWING RED . . . . . TO WAY LESS RED.

Timing:

EPISODE # 1025-183

Production :

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ADVENTURE TIME

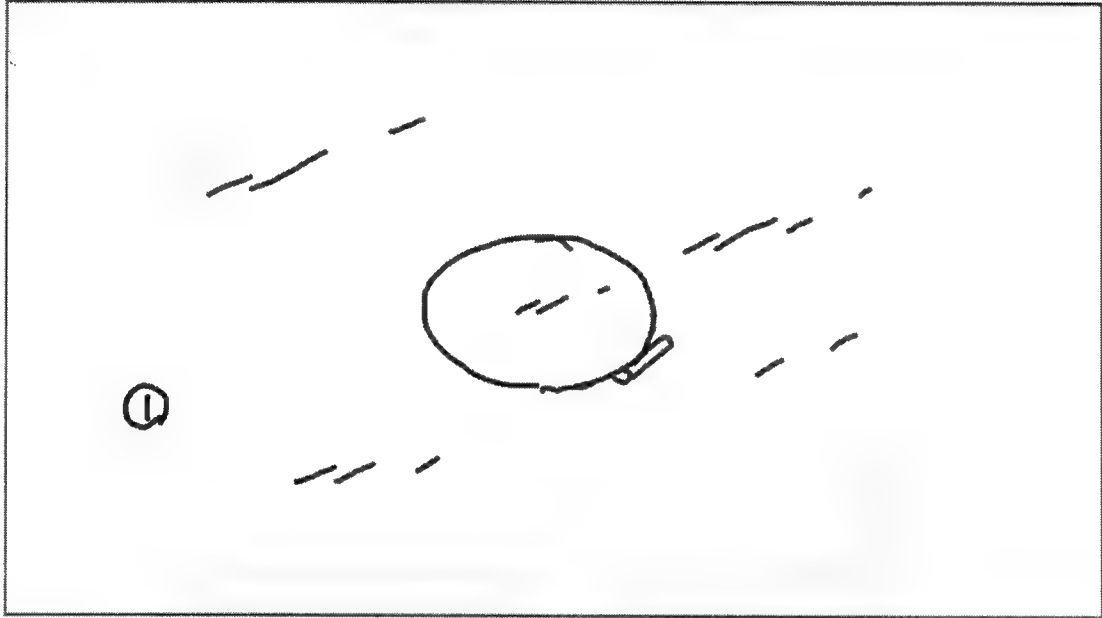


Sc. 190

Pnl. A

Bg.

day night



Sc. 190

Pnl. B

Bg.

day night



Dialog:

(SFX) WHISTLING WIND

Action:

Timing:



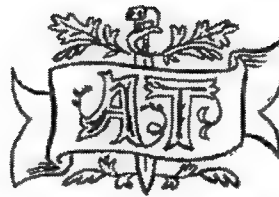
STEAM ESCAPING.

EPISODE #

Production :

1025-183

# ADVENTURE TIME



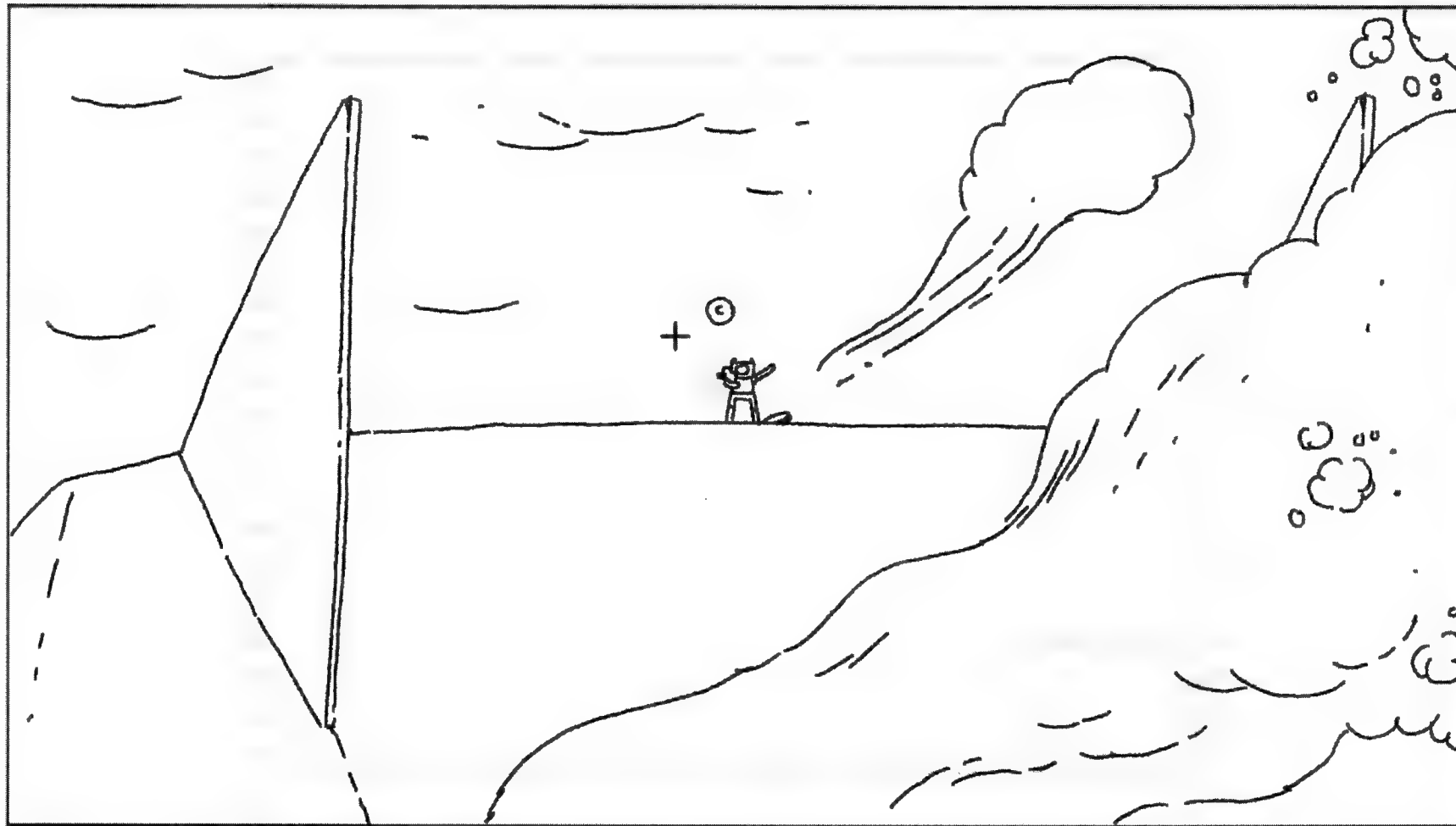
Page 22C

Sc. 191

Pnl. A

Bg.

day night



A B C B C B C ETC.  
BIG WAVES, LIKE  
YOU'RE TRYING TO  
FLAG DOWN A PLANE.

- STEAM EVERYWHERE  
- FINN STANDS UP, WAVING

Production :

EPISODE #

1025-189



# ADVENTURE TIME



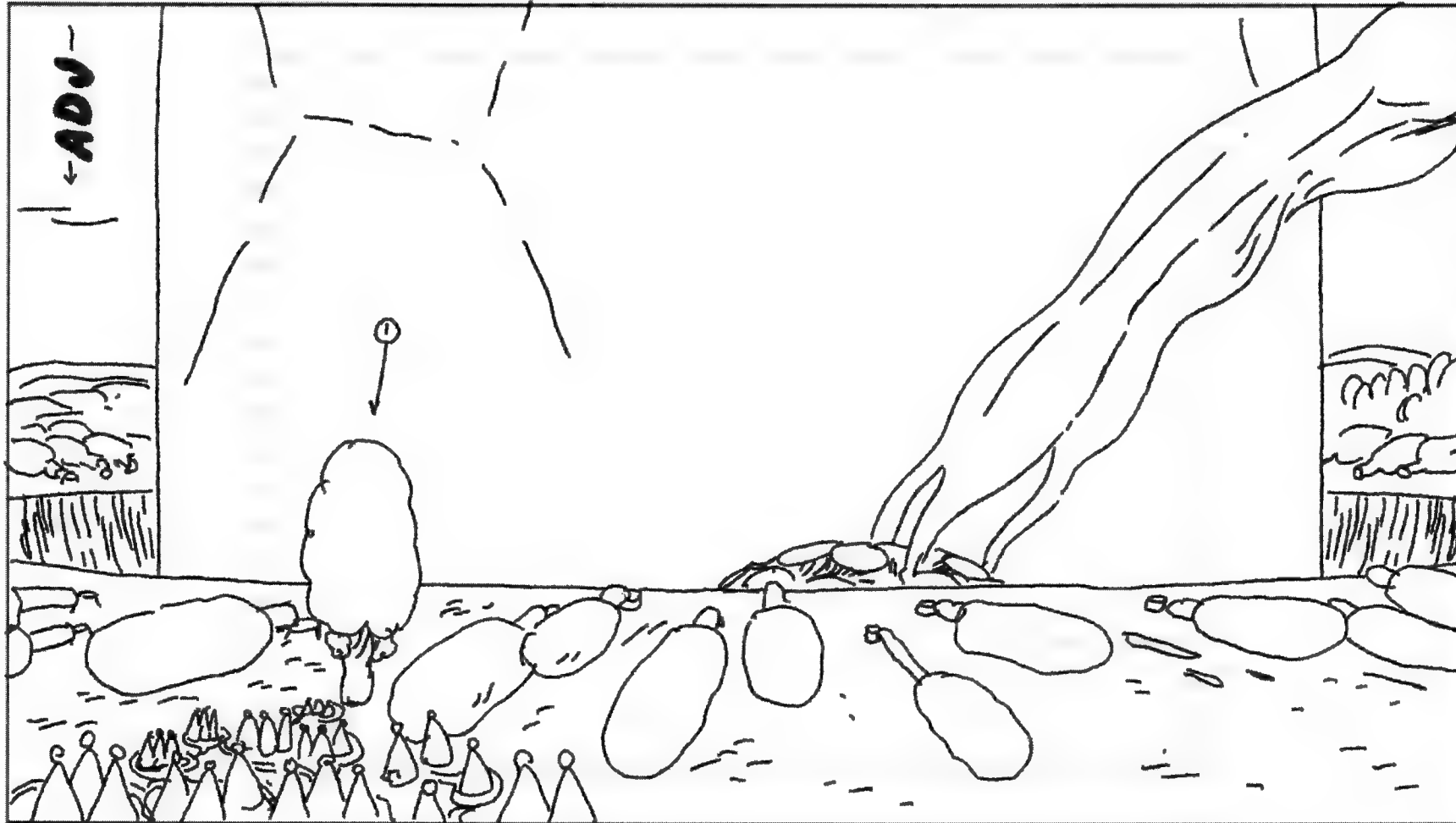
Page 227

Sc. 191

Pnl. B

Bg.

day night



②

① DAD'S TREE

② VILLAGE.

SEE NEXT  
PANEL FOR REF.

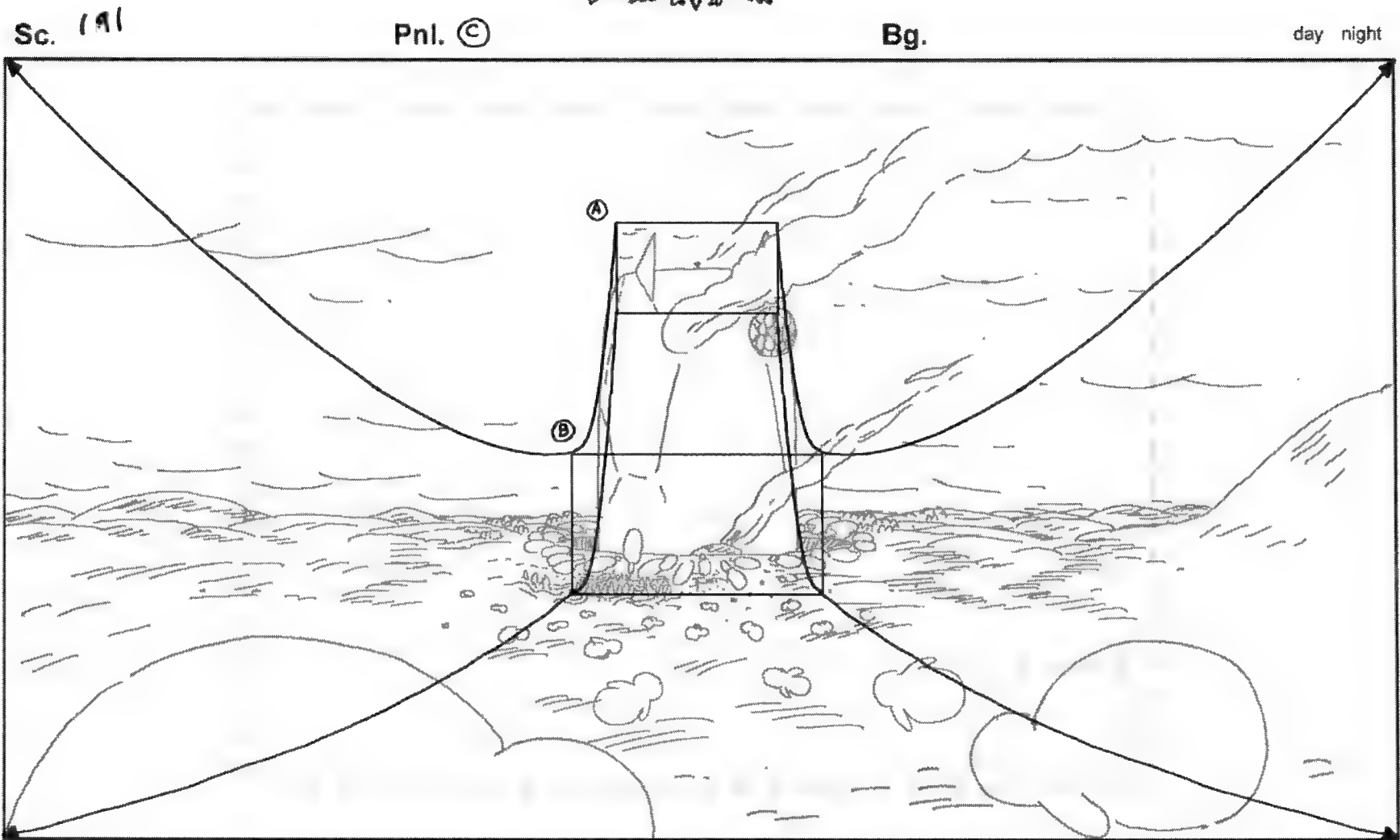
∴ I DUNNO IF THIS LAYOUT IS TOTALLY ACCURATE. ∴

1025-183

EPISODE #

Production :

ADVENTURE TIME



MUSIC RISING . . .

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ADVENTURE TIME

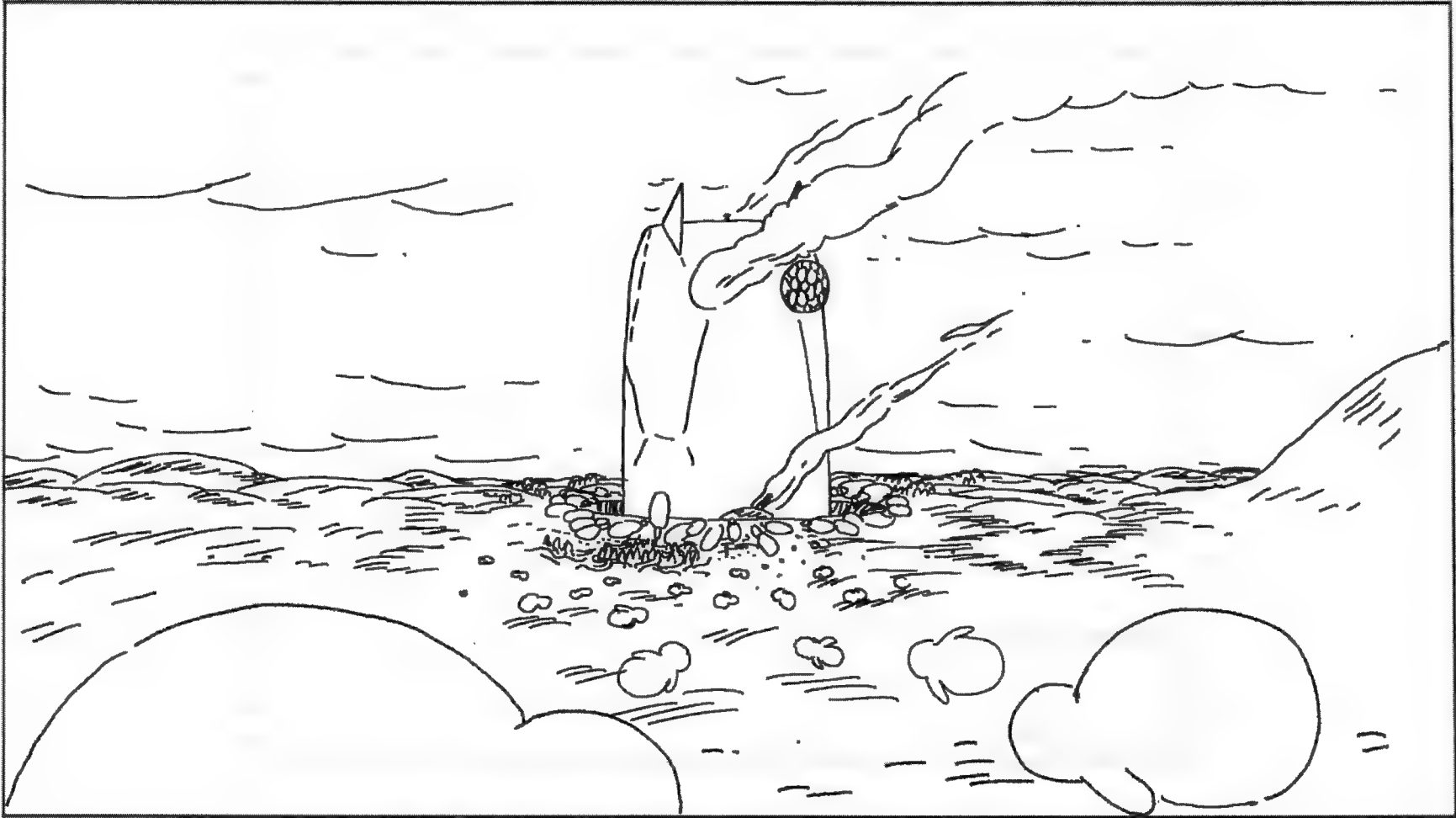


Sc. 191

Pnl. D

Bg.

day night



**B.G. REF**

HAHA I DON'T  
KNOW IF THIS  
PERSPECTIVE  
WORKS??? - S.W.

EPISODE # 1025-183  
Production :

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ADVENTURE TIME



Sc. 191 Pnl. E Bg. day night

Sc. Pnl. Bg. day night

Dialog:	music CRESCENDO! AND SILENT	
Action:	-DUDES STAND UP AND WAVE.	
Timing:		

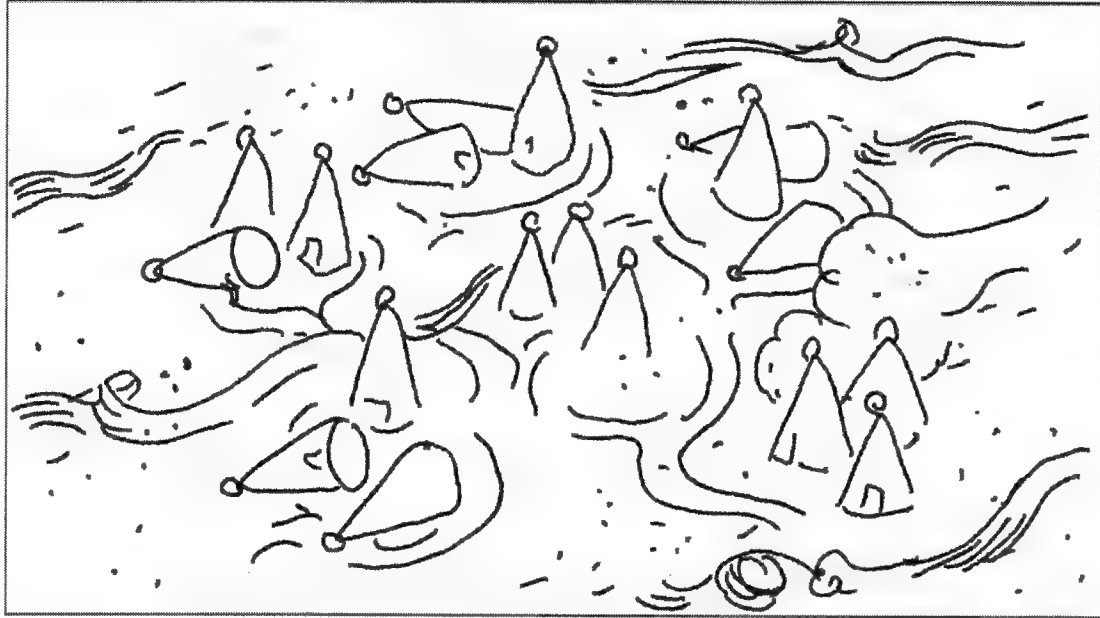
Production :  
EPISODE #  
1025-183

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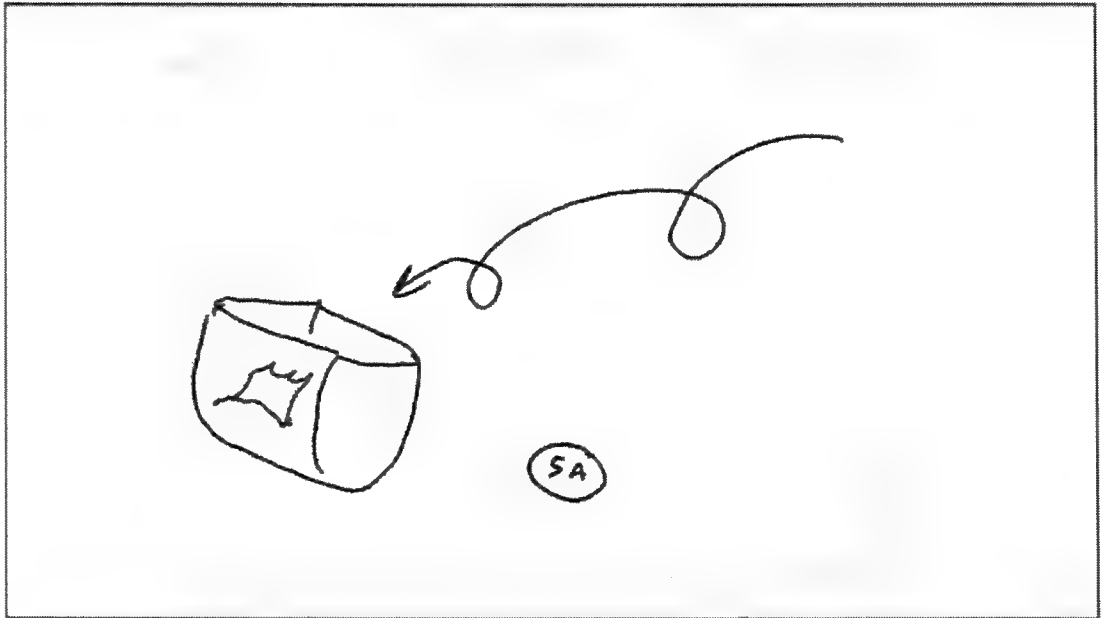
ADVENTURE TIME



Sc. 192 Pnl. A Bg. day night



Sc. 192 Pnl. B Bg. day night



Dialog:	(SFX) CRUEL DRY WINDS	(F) (VO.) MAN, YANNO WHAT'S WEIRD?		
Action:	RUINED ABANDONED VILLAGE	DUST BOWL	FOOD - LONG - HOUSE	TUMBLEWEEDS BY
Timing:	> X DISSOLVE <			

EPISODE # 1025-183  
Production :

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# ADVENTURE TIME



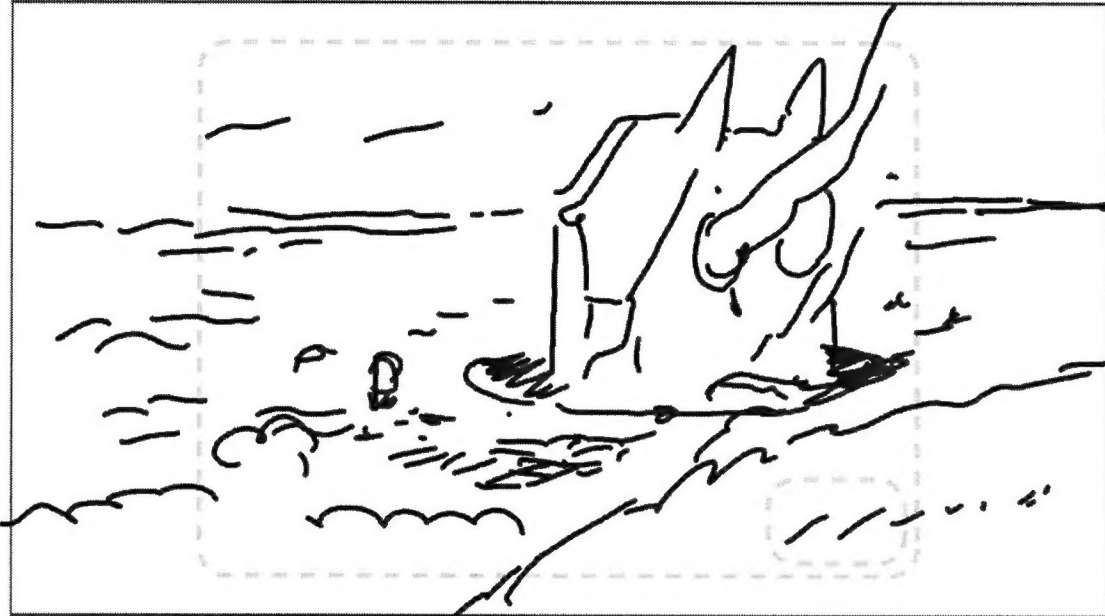
Page 232

Sc. 193

Pnl. A

Bg.

day night

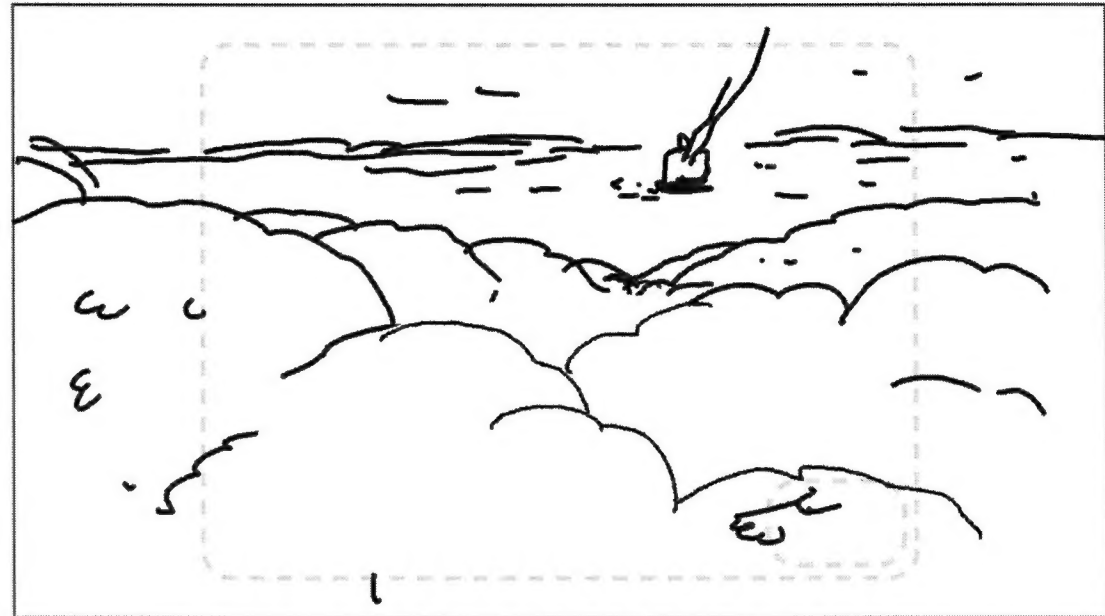


Sc. 194

Pnl. A

Bg.

day night



Dialog:

(F) (Vg) THAT WASN'T EVEN A COMET  
THAT CRASHED BACK THERE

E/NO SO THEN  
WHAT WAS  
THAT DREAM  
ABOUT?

Action:

> X DISSOLVE >

Timing:

EPISODE #

1025-183

Production :

# ADVENTURE TIME



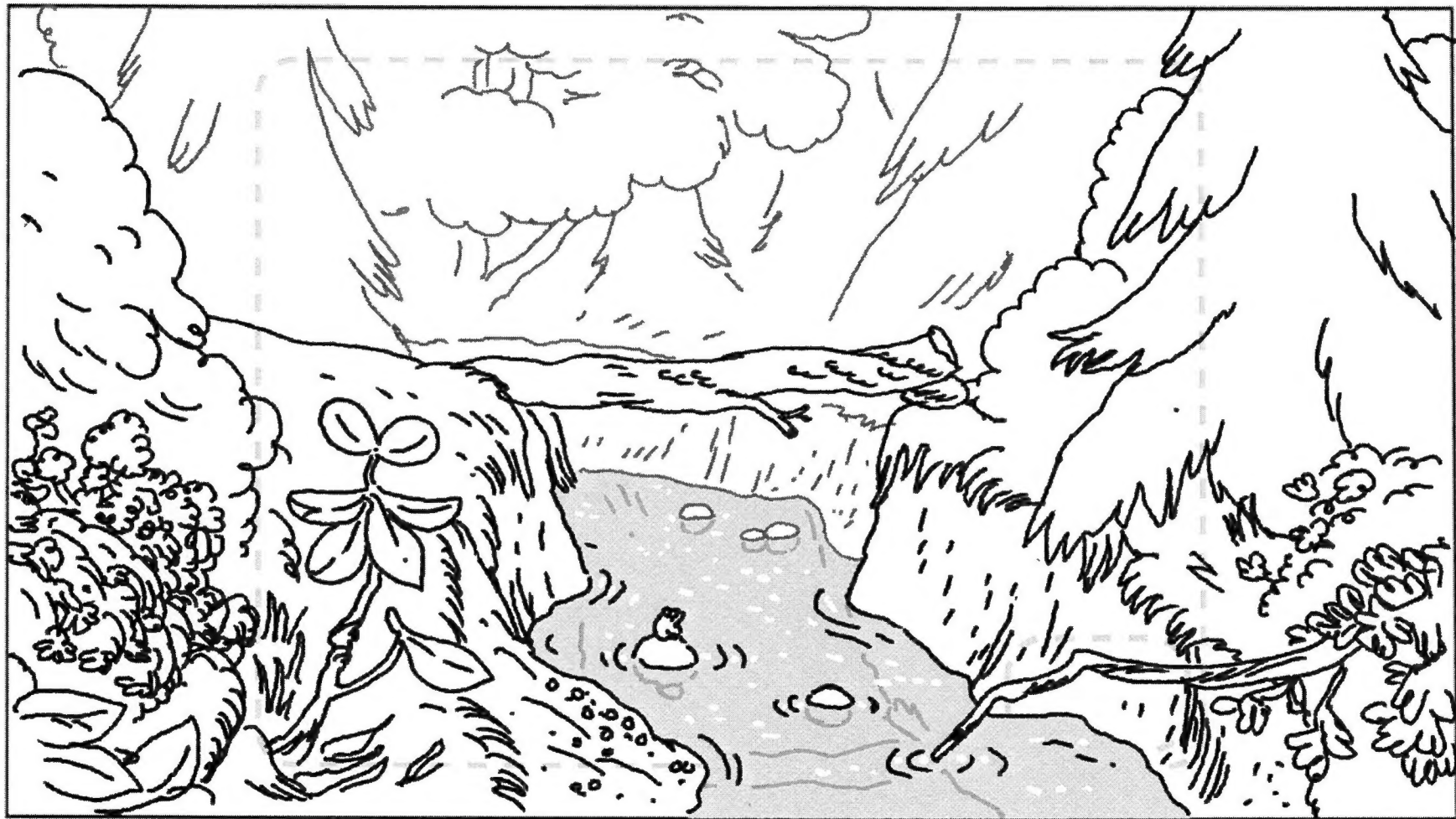
Page 233

Sc. 198

Pnl. A

Bg.

day night



(SFX) JUST  
WOODS  
NOISES

BG. → GREEN, BEAUTIFUL, SUN DAPPLED,  
AND FERTILE.

→ CAN THE STREAM SPARKLE IN THE SUN???

Production :

EPISODE #

1025-183



ADVENTURE TIME



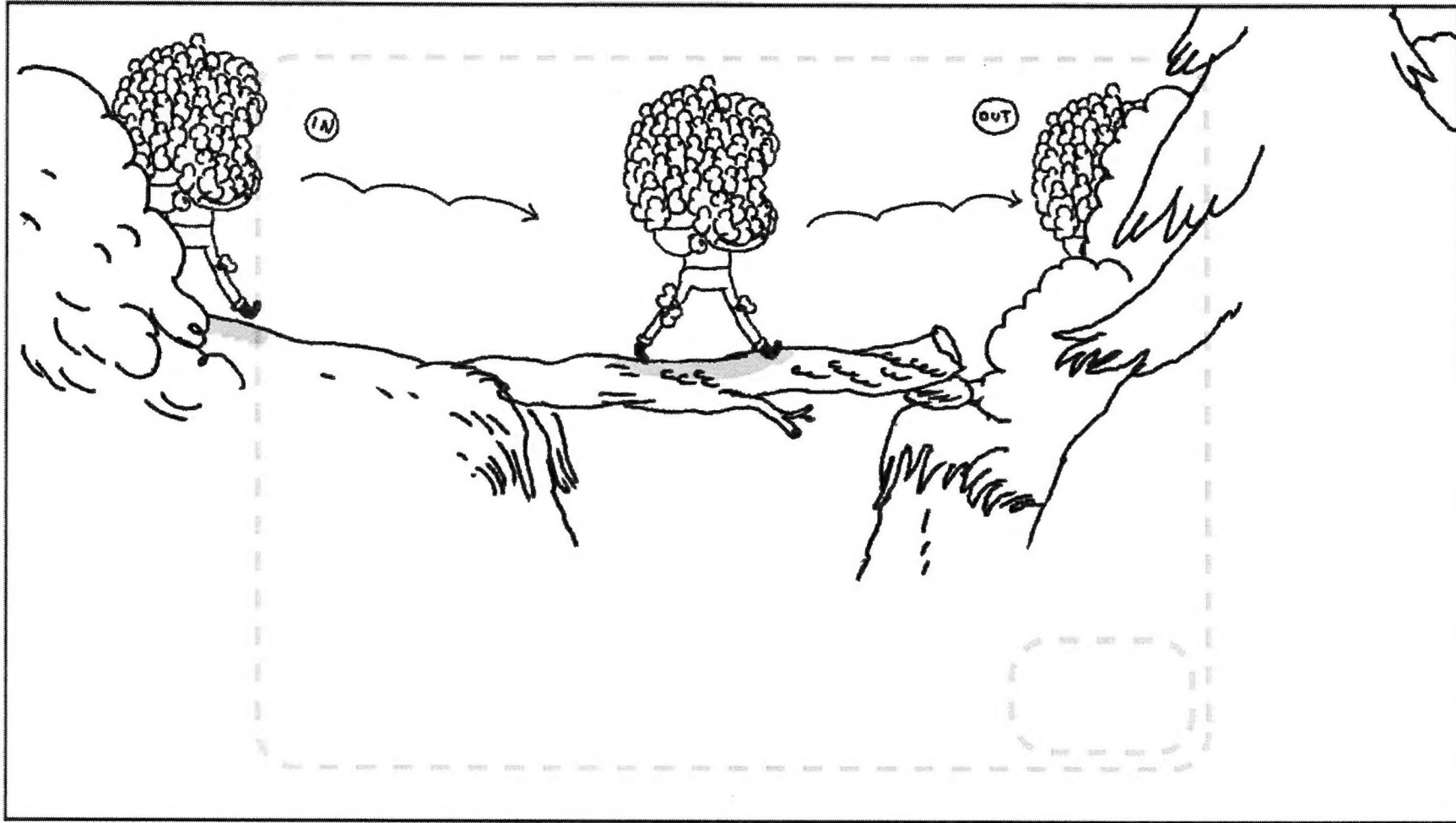
234  
Page \_\_\_\_\_

Sc. 199

Pnl. B

Bg.

day night



(F) (VO)

I DON'T GET MY BRAIN... WHAT AM I HERE FOR?  
TO SAVE YOU DUDES, MAYBE... YEAH...  
(STARTS TALKING BEFORE HE ENTERS THE SHOT)

Production :

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1025-183



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ADVENTURE TIME



Page 235

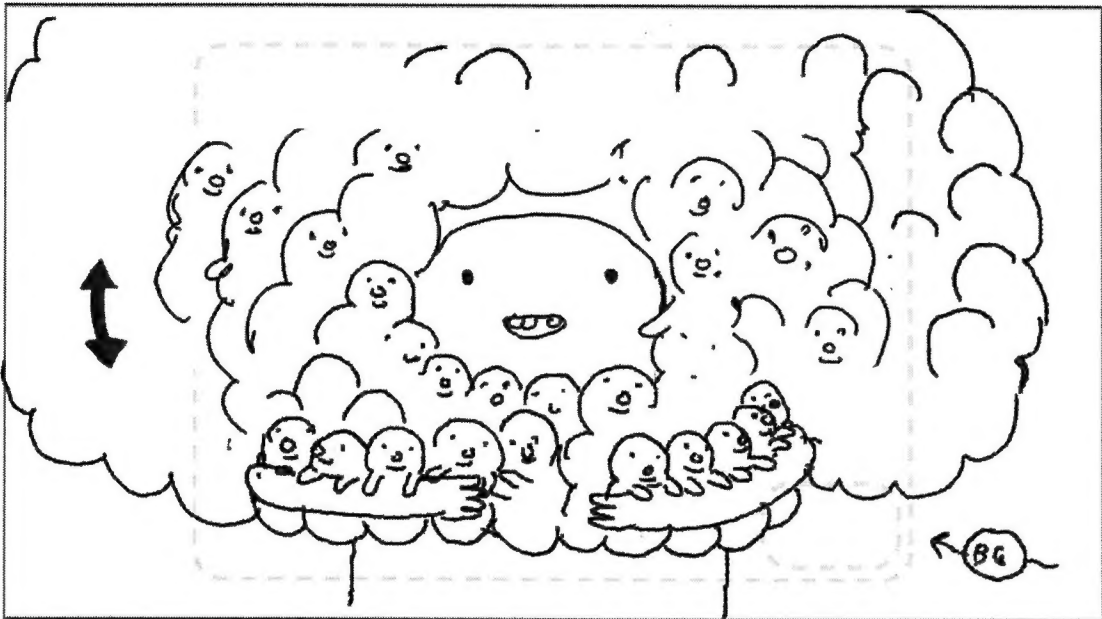
Sc. 196

Pnl.

A

Bg.

day night



Sc.

Pnl.

Bg.

day night



Dialog:

F/ OKAY WHEN WE GET BACK TO THE TREEHOUSE, LET ME DO THE TALKING.

Action:

Timing:

EPISODE #

Production :

1025-183